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**"I could do this with two... no... three
arms behind my back!"**

**—General Grievous, *Star Wars: Battlefront II*,
2005**

Post-Darth Vader, *Star Wars* villains have had an awful lot to live up to. Thankfully, Boba Fett, Jabba the Hutt, Darth Maul, Count Dooku, and, of course, Darth Sidious have all measured up to be memorable and unique bad guys. My favorite of the villains, however, is General Grievous.

He's a fearsome-looking warrior, but there's much more to him than meets the eye. For example, rather than engage in hand-to-hand combat (if you'll pardon the wordplay), he's more likely to beat a hasty retreat if the odds aren't in his favor. He's full of tough talk, but not above relying on his MagnaGuards to do the actual fighting. When engaged in an genuine battle, he's unlikely to fight to the death if there's a handy escape route. And he has a killer backstory... kind of. The truth is we don't know his exact history, despite numerous hints and much educated speculation. In this issue, we try to piece together what makes him tick so that you can discover what we've uncovered on page 12!

Don't forget to join us next issue when we'll be celebrating 150 issues of *Insider* along with some great surprises!

May the Force be with you... Always.

Jonathan Wilkins

Jonathan Wilkins, Editor

STAR WARS

MAY/JUNE 2014

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DOCKING BAY

THIS ISSUE....

"BACK AWAY! I WILL DEAL WITH THIS JEDI SLIME MYSELF!" GENERAL GRIEVOUS,
STAR WARS: EPISODE III REVENGE OF THE SITH



PAGE 12

GRIEVOUS!

Insider looks behind
the mask of the sinister
Separatist to find out
what makes the
General tick!

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LAUNCH PAD

EW.COM

ALL THE COOL NEWS FROM THE *STAR WARS* UNIVERSE

EW.COM

STAR WARS CELEBRATION THE COUNTDOWN BEGINS!

Star Wars Celebration, the ultimate festival that brings fans together from all around the world, is coming April 16-19, 2015, to the Anaheim Convention Center in Anaheim, California.

Especially for the one-year mark, we have a few initial announcements to share. *Star Wars Celebration Anaheim* promises to be epic. With Episode VII on the way, *Rebels* in full

swing, and an entire *Star Wars* saga to celebrate, fans will be hard pressed to choose between all there will be to do and see. News will come frequently, so stay up to date at www.starwarscelebration.com, where tickets are also available.

Hotel rooms, also available through the link on that same website, have been going fast. Lucasfilm have added more to the block, but it's best to reserve early.

ANNOUNCING THE *STAR WARS* CELEBRATION HOSTS FOR 2015!

CELEBRATION CELEBRITY EVENT HOST: JAMES ARNOLD TAYLOR

Returning to the Celebration Stage, *Star Wars* host James Arnold Taylor will welcome the biggest stars of the show. Taylor hosted the Celebration Stage in Orlando in 2012, and has been a regular host at Disney's *Star Wars* Weekends. He has interviewed such *Star Wars* royalty as Mark Hamill, Carrie Fisher, Billy Dee Williams, Ian McDiarmid, Anthony Daniels, and Warwick Davis.

Taylor is an actor, entertainer, motivational writer and speaker, host and emcee, and one of the most versatile voice actors in Hollywood today. He's voiced cartoon legends such as Fred Flintstone, Huckleberry Hound and Wile E. Coyote, as well as contemporary characters like Spider-Man, Johnny Test and of course Jedi Masters Plo Koon and Obi-Wan Kenobi for *Star Wars: The Clone Wars*.

"Talking to Myself," Taylor's critically-acclaimed one-man show, features the actor performing more than 200 different voices live. He recently published his first book, *JAT 365*, which is a daily reader of inspirations and motivations for the pursuit of dreams.

Don't miss Taylor, and the brightest stars of Celebration, on the Celebration Stage.



**STOP
PRESS!
STAR WARS EPISODE VII
STARTS SHOOTING
NEXT MONTH!**

As this issue of *Insider* was going to press, the news was revealed that the next *Star Wars* movie will begin shooting at Pinewood Studios in London in May.

The team at *Insider* wish the Episode VII cast and crew a very happy shoot. We're certain the Force will be with them...

INTRODUCING OUR HOSTS FOR THE BEHIND-THE- SCENES STAGE: JASON SWANK AND JIMMY MAC!



Jason Swank cannot remember life without *Star Wars*. Born in 1977, Jason's love of "The Wars," (thank you, *Fanboys*) is the result of growing up as the youngest in a family obsessed with the movies and toys. While his older

brother and cousins grew out of their fandom, Jason never did.

When the opportunity came to host a podcast in 2007, he jumped at the chance to introduce the talk radio format to *Star Wars*. The circle became complete when he hooked up with longtime radio veteran Jimmy "Mac." The two have since blazed a trail over the last seven years bringing their unique personalities to *Star Wars* fan chatter, culminating in their founding RebelForce Radio in January 2013. When not in front of the microphone talking *Star Wars* or his other favorite film franchise James Bond, Jason enjoys music, theater, and reading young adult books targeted to teenage girls (read: *Twilight*). He works in marketing and public relations at the second largest performing arts center in the U.S., Cleveland's PlayhouseSquare. He and his wife Debra live in Northeast Ohio with their two children, Bailey and Parker.

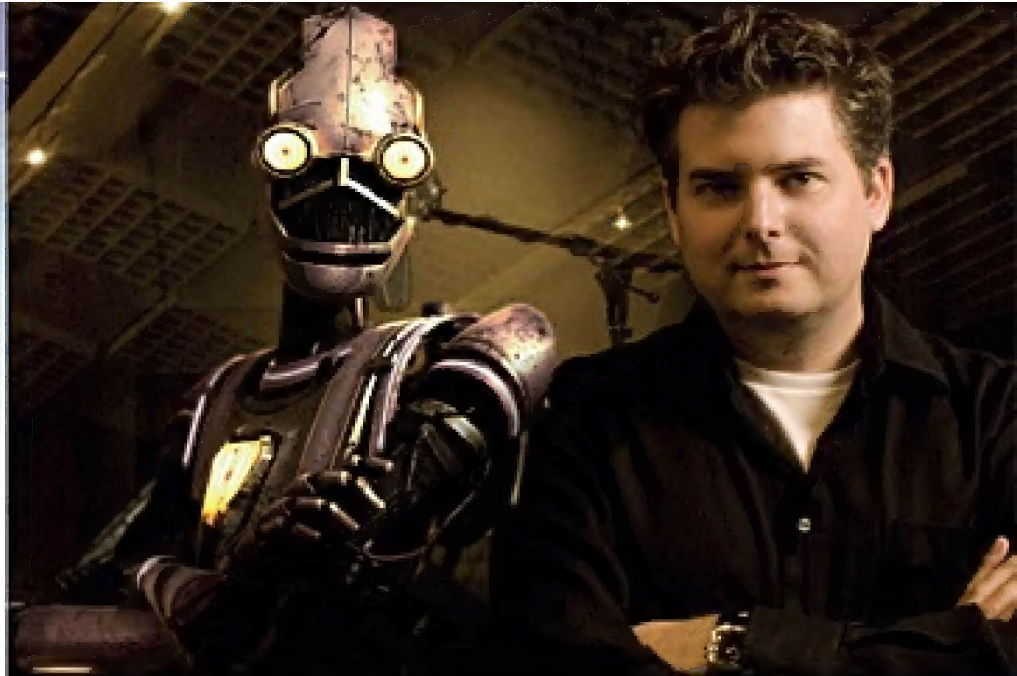


Jimmy "Mac" McInerney is a Chicago radio professional and currently the production director at 95.9 The River. A lifelong *Star Wars* enthusiast and collector from the "original generation" of fans, Jimmy Mac first fell in love with the galaxy far, far away in a dark

movie theater back in 1977 and hasn't looked back since.

Professionally, Jimmy became known for infusing his passion for *Star Wars* into his work as he covered the releases of the *Star Wars*: Special Editions and Prequel Trilogy of films as a member of the Chicago media. From there, he segued into the field of website reporting, internet radio and podcasting, culminating with the creation of RebelForce Radio (RFR) with co-host Jason Swank. "Your Source for The Force," RebelForce Radio enjoys a worldwide audience of dedicated *Star Wars* fans who listen and contribute to the show.

Celebration's Behind-The-Scenes stage covers the ins and outs of what goes into creating the *Star Wars* universe, hosting guests who make it happen for the movies, television, toys, books, comics, and more.



DAVID COLLINS, HOST OF THE DIGITAL STAGE

No host in this Anaheim line-up has as much Celebration experience as David Collins, having served as host of the Digital Stage at Celebration IV, V, VI, and Celebration Europe. Collins is a die-hard *Star Wars* fan who shares his unique humor, insight, and passion for all aspects of the Saga.

Star Wars fans know him best as PROXY, the holo-droid from *The Force Unleashed* series, and as the voice of Han Solo in *Star Wars: Smuggler's Gambit*, a radio drama directed by Kyle Newman. After more than a decade at LucasArts, his sound design credits include *Star*

Wars: Battlefront II, *Star Wars Republic Commando*, *Star Wars: The Force Unleashed*, the LEGO *Star Wars* series, and *Star Wars: The Old Republic*. Currently working at Sony PlayStation, his recent credits include *Uncharted 3*, *The Last Of Us* (DICE award-winner and BAFTA nominee for sound), *Journey* (DICE and BAFTA winner), and *God of War: Ascension*.

The Digital Stage at *Star Wars* Celebration will be home to the best in screenings, presented in high-quality format, with tech-savvy conversations, plus a good smattering of other legendary *Star Wars* entertainment.

COLLECT THIS!

A CELEBRATION TRACK ESPECIALLY FOR THE HUNTERS AMONG US

Collecting *Star Wars* is a hobby for some, and an obsession for others. The Collecting Track at *Star Wars* Celebration Anaheim will feature in-depth information on a variety of topics from mainstream to delightfully obscure. In addition to the panels, which will run for all four days of the convention, the Collecting Track features a special trading area and social schedule.

Each Celebration, super-collector Gus Lopez and his team put together a great program, and an extra-special bonus for collectors: a series of special, Celebration-only giveaways that are handed out at each panel. Look for sneak peeks soon at www.starwarscelebration.com.



GUS LOPEZ

Gus Lopez created The *Star Wars* Collectors Archive (theswca.com) in 1994, a virtual museum of *Star Wars* collectibles and the first such collecting website on the Internet. He is a frequent speaker at conventions on *Star Wars* collecting topics and has led the Collecting Track for the *Star Wars* Celebration conventions. Lopez is a frequent contributor on *Star Wars* collecting for various publications and has co-authored four books covering different aspects of *Star Wars* collectibles.

CONTINUES OVERLEAF

STAR WARS CELEBRATION IS BY THE FANS, FOR THE FANS!

It simply would not be a Celebration without the creativity and passion that *Star Wars* fans bring to the show, not only as attendees, but as participants as well. Fans who want to get involved can start now by sending in applications and proposals for Fan Club Tables, Fan-Built Props, and Fan Programming.

Read more, get the deadlines, and learn how to apply on the official website: www.starwarscelebration.com.

SUBMISSIONS FOR STAR WARS CELEBRATION ANAHEIM ART SHOW NOW OPEN!

Each Celebration, the artists in the *Star Wars* Celebration Art Shows deliver stunning, original art prints that are created and printed especially for the show, with an audience of true *Star Wars* fans in mind.

While the quality and originality of the art offered at past Celebrations might be a tough act to follow, we believe that the Art Show at Celebration 2015 could be the best ever for artists and attendees alike. So artists can get started on the road to Anaheim now, submissions are now open.

Each Celebration, an increasing number of artists express interest in participating in this event. In order to make the show successful for all participants, we limit the number of artists we include. We have a multi-step process that starts now with the submission of examples of your work.

In order to be considered for inclusion, you must have previously created commercial work for a Lucasfilm licensee and/or for Lucasfilm. This includes original artwork, sketch cards, comic books and covers, posters, packaging, etc. We will not accept submissions from artists who do not meet this criteria.

Participation in previous Celebration Art Shows does not automatically guarantee you a space in the Celebration 2015 show.

To get started, please send your contact information now, along with 3-5 examples of your work or a link to an online portfolio to CelebrationArtShow@lucasfilm.com.

Spread the word to your artist friends! There are many official *Star Wars* artists and individual invites are not possible. This initial round of submissions will end on July 21, 2014. No submissions will be considered after that date.

REMEMBERING AARON ALLSTON

By Bryan Young

Fans of the Expanded Universe will know the name Aaron Allston. He wrote 13 books and a number of short stories in the *Star Wars* universe, making him one of the most prolific *Star Wars* authors.

He was born on December 8, 1960, and passed away on February 27, 2014 at the age of 53. He was the guest of honor at VisionCon, a convention being held in Branson, Missouri, when he collapsed from heart failure.

His most recent *Star Wars* book, *X-Wing: Mercy Kill*, was a triumphant return to the series that made him a *New York Times* bestselling author, and catapulted him to stardom among *Star Wars* fans.

Allston began his career in the world of games, writing supplements for roleplaying games like *Ghostbusters*, *Dungeons & Dragons*, and *Strike Force*. He was an incredibly intelligent and funny man, always open with fans, and always ready to deliver a carefully timed pun or one-liner. He dedicated much of his life to teaching others the art of writing compelling fiction.



TRIBUTES

Shelly Shapiro, editor-at-large at Del Rey Books, lamented that, "Losing Aaron is a real blow to the *Star Wars* universe. He was such a nice guy—always funny, sweet, interesting, and imaginative—and his writing reflected that. He brought depth and richness to both existing *Star Wars* characters and those he created from whole cloth, and he had a welcome touch for the balance between action, emotional intensity, and humor. I always looked forward to a new manuscript by Aaron Allston. He will be missed."

His colleague and friend Timothy Zahn said that, "One of Aaron's great strengths was the ability to mix humor, drama, action, and pathos together in a coherent, realistic way. The people in his stories felt like real people, behaving the way you could see real people behaving in those particular situations. His characters were what I most looked forward to. They talked, acted, lived, loved, and died like real people. It's easy to put action, science, and gosh-wow into a science fiction story. It's considerably more difficult to craft real people to put into the mix."

Fellow author Michael A. Stackpole concurs, "What I liked about Aaron's writing was his ability to open his characters up and emotionally hook you. He took risks that most genre authors wouldn't, so readers could laugh and cry and really get to know and miss these wonderful people he created."

For those who met Allston at fan conventions, perhaps the highlight of their experience is what people called the "Tim, Aaron, and Mike Show," in which the three would conduct panels where they would plot, scheme, and joke to the delight of their audience.

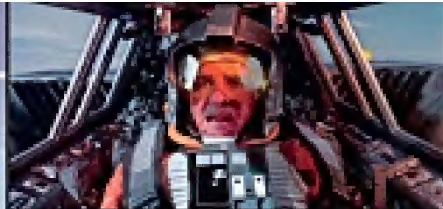
It was at a panel like this that I was able to meet Aaron, and in my first interview with him, he recounted the story of how he was first hired to write *Star Wars* fiction. He was chosen to be Michael Stackpole's successor on the *X-Wing* series, but the editor who made the decision moved on shortly after hiring Allston. The new editor saw the name "Allston" on the list and just assumed Aaron was hard at work, or at the very least notified. Eventually, the editor called Allston's agent to ask how the *Star Wars* book was coming, but the author wasn't even aware he'd been chosen! He was already months behind on his first *Star Wars* gig. Fortunately, *X-Wing: Wraith Squadron* was released in 1998 to stellar reviews and considerable fan acclaim.

Actor Ian Liston, whose character from *The Empire Strikes Back*, Wes Janson, features prominently in Allston's work says, "I always looked forward to meeting up with Aaron at various conventions as he was the main man [with Michael A. Stackpole] behind writing my character of Wes Janson. He made him a very humorous character, who brought a lot of fun to the stories. I will miss him."

LEGACY

Allston went on to write the rest of the *X-Wing* series, two books in the New Jedi Order, and three books each in the Legacy of the Force and Fate of the Jedi series. When not writing *Star Wars* books, he was working on his own original fiction or expanding the *Terminator* universe in two spin-off novels.

Allston's legacy as a writer, gamer, and teacher does not end here, though. "A number of Aaron's closest friends have initiated an effort to ensure that his literary legacy and his style of storytelling remain vibrant," says Michael A. Stackpole. "Already, the Origins Game Fair will be renaming its writing program after Aaron. That's really just the first of many efforts to keep Aaron's work visible and to continue helping writers achieve the same dreams Aaron managed to make come true."



CHRISTOPHER MALCOLM

CHRISTOPHER MALCOLM, THE ACTOR WHO PORTRAYED ROGUE TWO, ZEV SENESCA, IN *THE EMPIRE STRIKES BACK*, HAS PASSED AWAY, AGED 67.

Born in Aberdeen, Scotland in August, 1946, Malcolm began his acting career when he joined the Royal Shakespeare Company in the mid-1960s. An early success was as Brad in the Royal Court production of *The Rocky Horror Show*, which brought him to the attention of casting directors on both sides of the Atlantic. Along with *Empire*, he also could be seen in Jim Henson's *Labyrinth*, *Highlander*, and *Superman III*.

Malcolm also made regular appearances on the small screen, most famously as Saffy's Dad, Justin, in the British sitcom *Absolutely Fabulous*. He also appeared in *Lovejoy*, *Only Fools and Horses* and *The Comic Strip Presents* and coupled his acting with a successful career producing for the stage, most notably a revival of the show that made his name, *The Rocky Horror Show* at the Piccadilly Theatre.

A popular convention guest, he will be sorely missed.



MALCOLM TIERNEY

THE ACTOR WHO PORTRAYED LT. SHANN CHILDSSEN IN A NEW *HOPE* PASSED AWAY AGED 75 ON FEBRUARY 18TH.

Tierney was born in Manchester in 1938 and embarked upon an acting career that encompassed *Braveheart*, *The Saint*, and a wide array of television roles including *Lovejoy*, *Holby City*, *House of Cards*, and *Doctor Who*.

On the stage he appeared as Macduff in Trevor Nunn's RSC production of *Macbeth* in 1975 at the Aldwych Theatre alongside Helen Mirren and Ian McDiarmid.

But to *Star Wars* fans he was best known as Lt. Shann Childsen, the Imperial officer encountered by Luke, Han and Chewie when they break into Detention Block AA-23. With his sneering question of "Where are you taking this... thing?" he stamped his place in *Star Wars* folklore.

LAUNCH PAD

INSIDER LOVES...

JEDI ACADEMY RETURN OF THE PADAWAN COVER REVEAL!



Artist and author Jeffrey Brown is taking us back to school with the recently announced sequel to last year's hit, *Jedi Academy*. Look out for *Return of the Padawan* in bookstores July 22!



COUTURE OF THE FORCE!

Fashion Week is coming to San Diego Comic-Con International this year! Her Universe, the groundbreaking sci-fi fashion apparel line, is hosting the first-ever full-scale "Geek Couture" fashion show, showing off the winners of an exclusive design competition featured on their website (www.heruniverse.com) to Comic-Con on July 24th, 2014 at the Manchester Grand Hyatt Hotel in San Diego, California.

This is not a ticketed event. Entry will be first-come first-served, free with a San Diego Comic-Con 2014 badge.

"OOPS!"

Never cross a tough guy, and in our haste to get our last issue to press we made a spelling slip up when naming the cast of *Star Wars Rebels*. So we're really sorry Mr. Orrillios (no "u"). Sorry, Zeb! Go easy on us!... OUCH!



C-3PO'S COMMUNICATION STATION!

WELCOME TO *STAR WARS INSIDER*'S ALL-NEW LETTERS PAGE! WRITE IN WITH AN ENTERTAINING LETTER, AND, IF WE PRINT IT, WE'LL SEND YOU A FANTASTIC SIGNED *STAR WARS* PHOTO FROM OUR FRIENDS AT OFFICIAL PIX!

FROM DARK HORSE TO MARVEL

It has been announced that the *Star Wars* comics are moving to Marvel. Even though I expected this could happen, it's still sad to see that Dark Horse Comics will no longer be [making] *Star Wars* comics. Their comics have been going from strength to strength since they started publishing in 1991, and I'm sure will be missed by *Star Wars* fans. Dark Horse's omnibuses are a great way for people who can't afford to buy lots of graphic novels and comics to read the stories, and a good way for fans to get hard-to-find comic strips.

So thank you, Dark Horse, for the last 22 years of comics and good luck, Marvel!—Peter Juggins, by email
What's your favorite *Star Wars* comic book? Write in and let us know!

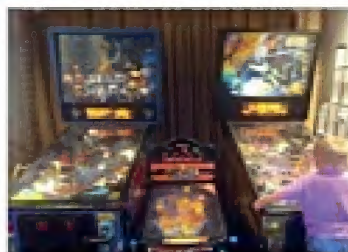
WHO KNEW ANAKIN IS DARTH VADER?

I work at a university as a department receptionist and have a reputation as the *Star Wars* go-to person. I recently had a really cool question asked: "In the movies, how many people actually knew Anakin Skywalker was Darth Vader?"

I think seven people know. First and foremost, Palpatine certainly knows. Eventually, Obi-Wan would find out and let Yoda know. I assume they decided to keep it quiet? They probably let Owen Skywalker know and he told Beru, and I'm sure Bail Organa and his wife were told.

Other than that, I don't think anyone knew. It would be dangerous for the Jedi as a whole to admit that one of their own had fallen to the dark side and caused the crumbling of society.

Now, I just based my answer on the movies and some novel knowledge. I figured you guys and the other readers could help me out. How many people did know?—Jen Tucker, by email
Well, judging by dialogue in *A New Hope*, we think Grand Moff Tarkin also knows about Darth Vader's past! What do other readers think?



From top: Pinball wizard Luke rocks up another high score, shows a high five with Jeremy Bullock, and hangs out with the droids... and he's still only four!

STAR WARS FROM A KID'S EYE VIEW

I'm four years old and have been inducted into the *Star Wars* world since, well, birth really! My dad managed to get his choice of name and I ended up being called Luke, although according to Mum, this was only after she refused to allow me to be called Darth!

I also got to inherit some of Dad's extra figures for my second birthday. He gave me Hammerhead, Snaggletooth, and Greedo. They weren't the easiest names to learn when I was still getting to know the days of the week, but they were a lot more fun than "Sunday or Monday," that's for sure.

It always makes me laugh when I see the look of panic on Dad's face if I ask if it's okay to open one of the figures he has in his display cabinet. They're old, so surely it wouldn't hurt?

One day, I heard a noise that sounded like R2-D2 coming from our garage. I went to investigate, only to find a huge machine with flashing lights, little metal balls that bounce around all over the place, and two buttons I can press. I was told it's called a "Pinball Machine," and with the help of a box I could reach the buttons on the sides and hit the balls up the ramps and round behind the Death Star to make C-3PO appear.

As you can tell, my dad is a bit of a sci-fi geek. He took me to a sci-fi show called Nor-Con near where we live just after my third birthday and they had real-life stormtroopers there and some guy Dad seemed excited to see. I had a photo with him and he was really fun to talk to.

I didn't actually know who he was at first until he signed the photo for me and then I found out I've just been giving high fives to Boba Fett! How cool is that?—Luke Dean (with a little help from his Dad!), Norwich, UK

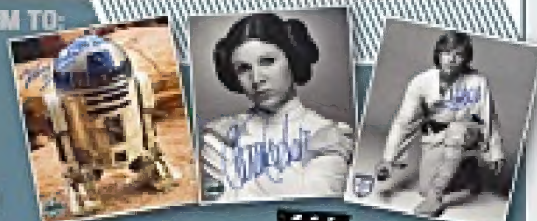
That's very cool Luke! A photo is on the way—though you'd better let your Dad look after it for now!

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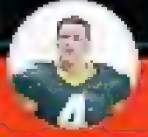
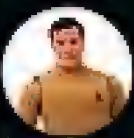
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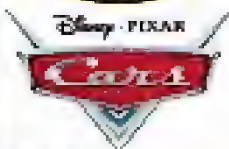


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GENERAL GRIEVOUS: BENEATH THE ARMOR

HIS ORIGINS ARE SHROUDED IN MYSTERY... WHO IS GENERAL GRIEVOUS—AND HOW DID HE COME TO BE SUCH A *STAR WARS* ICON? WORDS: JASON FRY

General Grievous, the Separatists' fearsome military leader, is a walking nightmare and an intriguing contradiction. He looks like a droid, but yellow organic eyes stare balefully out at the world from behind his facemask. He is intimidating and physically powerful, yet shrinks from fights unless cornered. He is a masterpiece of technology, but a persistent cough hints at his fragility.

And that's just what we learn from *Revenge of the Sith*. Beyond the movie, stories offer us multiple explanations for how Grievous became a cyborg, and what stokes his hatred for the Jedi. The backstories are tangled, but in Grievous's case this snarled history feels appropriate—Grievous has been modified to be more machine than meat, a transformation that's more interesting if it comes with an air of mystery.

BUILDING A BETTER WARRIOR

Grievous began with orders from George Lucas for *Revenge of the Sith*'s concept artists: come up with a new iconic villain. "It has to have a lot of personality," Lucas told the artists. "It's gotta be, 'Uh-oh, this is the bad guy.'"

The artists came up with several intriguing ideas, from otherworldly-looking children and demonic

figures to nightmarish machines. But the sketch that caught Lucas's eye was Warren Fu's—a red-eyed droid with graceful limbs in a white cloak. That concept became the basis for Grievous's droid bodyguards, with further iterations on the design leading to his skull-like winged mask. When Fu suggested that the General might have organic eyes, Lucas lit up: "Now that's interesting." (Lucas would later add the "organ sac" protected by Grievous's chest armor.)

Grievous seems assembled from things we find scary and creepy. His powerful legs and clawed feet look like dinosaur bones, while his armored head and chest could be borrowed from an insect's exoskeleton—with his soft parts on the inside, he has the inside-out quality that many people find unsettling about insects. He can also move like one: When fighting Obi-Wan, Grievous splits his arms in two, becoming essentially six-legged, and then scuttles away in a clatter of hands and feet.

In designing the cyborg general, Fu drew inspiration from Chinese culture, in which white is associated with death. That decision made Grievous an inversion of black-armored Darth Vader, while also aligning him with the classic trilogy's antiseptically clean, skull-helmeted stormtroopers. (Indeed, one of Fu's concept sketches looks like a droid version of Ralph McQuarrie's early stormtroopers.)





Main Image: Grievous attacks Obi-Wan on Utapau in a high-score action sequence from *Revenge of the Sith*

Below: Obi-Wan and Grievous duke it in *Star Wars: The Clone Wars*

BUILDING A BACKSTORY

Grievous's role in *Revenge of the Sith* is actually fairly small: He tangles with Obi-Wan Kenobi and Anakin Skywalker on his flagship above Coruscant, then retreats to Utapau. Obi-Wan tracks him down there, standing his ground against a four-lightsaber attack that makes Grievous seem like a crazed combine. Obi-Wan then chases the cyborg through tunnels and down sinkholes, finally picking up a blaster and shooting him dead.

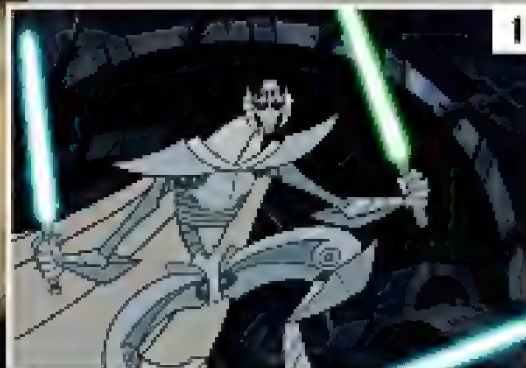
Tales from the Clone Wars showed us more of Grievous, starting with the 2003 "micro-series," in which the mere sound of his footsteps is terrifying. He then became a recurring villain in the 2008 animated series, battling Obi-Wan multiple times and also tangling with Ahsoka Tano, Kif Fisto, Eeth Koth, and Asajj Ventress. One of the best confrontations comes in Season Two's "Grievous Intrigue," in which Grievous answers Obi-Wan's question about what he has to gain from the war with a chillingly simple answer: "The future. A future where there are no Jedi." [Unfortunately, dialogue from *Revenge of the Sith* indicated Grievous and Anakin had never met, depriving us of what would have been an epic duel.]

ASKED WHAT HE HAS TO GAIN FROM THE WAR, GRIEVOUS REPLIED, "A FUTURE WHERE THERE ARE NO JEDI."



GRIEVOUS'S GREATEST HITS

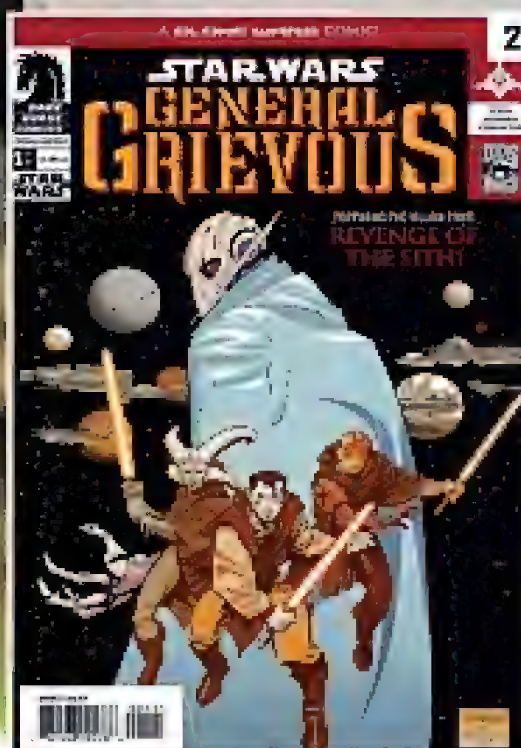
FIVE NOTABLE STORIES STARRING THE CYBORG GENERAL:



1

1. THE CLONE WARS MICRO-SERIES, CHAPTER 20 (APRIL 2004)

Our first-ever look at Grievous ended Season Two of the Genndy Tartakovsky show with a cliffhanger: Grievous hunts a group of trapped Jedi on Hypori, causing Ki-Adi-Mundi to sweat as he closes in. You'll feel the same way.



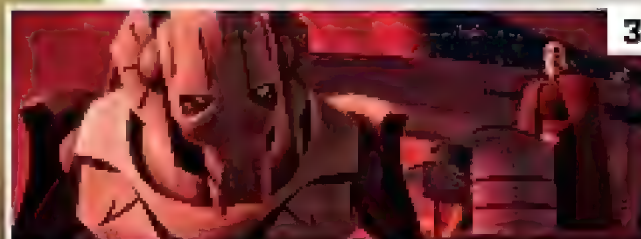
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2. GENERAL GRIEVOUS (DARK HORSE COMICS, 2005)

Grievous is wonderfully evil in this Chuck Dixon-penned story, kidnapping Padawans and plotting to turn them into Force-sensitive cyborgs in his own image. All it will take is "the removal of certain redundant organs, and amputations." Yikes!

3. THE CLONE WARS: "RISING MALEVOLENCE" (OCTOBER 2008)

Grievous wreaks havoc on the Republic in this three-episode arc, pitilessly targeting a medical station full of wounded clone troopers. But he's even tougher on his hapless battle droids.



3

4. THE CLONE WARS: "LAIR OF GRIEVOUS" (DECEMBER 2008)

A moody episode check-full of fascinating Grievous lore, plus the scheming droid EV-A4-D is a hoot.



4

5. STAR WARS: VISIONARIES (DARK HORSE COMICS, 2006)

Warren Fu wrote and drew "The Eyes of Revolution," a riveting tale that portrays Grievous as not just an agent of evil but also as its victim.

5

MY APOLOGIES, I AM SAN HILL, CHAIRMAN OF THE INTERGALACTIC BARRING CLAN.

AND JUDGING FROM THE CLANK WE FOUND, YOU ARE A DALTERON GENERAL. ARE YOU NOT?



VERY SECRET ORIGINS

As for where Grievous came from, that depends on whom you ask. In the first version of Grievous's backstory, he was born Gyman jai Sheetal, a Kaleesh who rose to prominence as a warlord, battling a neighboring species in a war stopped by the Republic and the Jedi. Seeking to help his impoverished people, Grievous became an enforcer for the InterGalactic Banking Clan. He was set up by the IGBC's chairman, San Hill, who sabotaged his shuttle, leading to a near-fatal crash. What was left of Grievous was encased in armor and turned into a killing machine for Count Dooku. Dooku taught Grievous lightsaber combat, turning him into a technological parody of the Jedi and a tool to destroy them. The cyborg general's brain and even his emotions were altered—in the novelization of *Revenge of the Sith*, Matthew Stover tells us that Grievous remembered joy, anger, frustration, grief and sorrow, but no longer actually felt those things.

The Clone Wars, however, gave us a glimpse of another past, one that came from Lucas himself. Lucas imagined that Grievous had wanted to be a Jedi and been rejected. Enraged, he then arranged his own technological transformation. In the episode "Lair of Grievous," we see statues depicting Grievous at various stages of that transformation, and witness an angry exchange between him and the droid EV-A4-D, with

Grievous calling his modifications "improvements" and insisting that he chose them.

While presenting this new material, supervising director Dave Filoni left the question of Grievous's origins unresolved out of respect for the previously established story and a desire to keep a little mystery about Grievous.

For the record, the author of this piece thinks the shuttle-crash story is a nicely turned bit of tragedy, but prefers the Lucas version. Both backstories make Grievous a foreshadowing of Darth Vader: a lightsaber-wielding remnant of an organic being trapped within life-giving armor. But the Lucas tale also makes Grievous an interesting parallel for Anakin Skywalker. Both Grievous and Anakin feel the Jedi have betrayed them and prevented them from reaching their full potential, and both respond by seeking to destroy the Order. The difference? Grievous's fury and lust for power cause him to voluntarily abandon his humanity (or Kaleesh-ity) and become a machine, with no awareness of what he's sacrificed. Anakin's rage and fear lead to a similar fate, though his transformation is involuntary, and his awareness of what he has lost will eventually save the galaxy and redeem him.

But why pick between stories? Perhaps Grievous is best served by having his origins left ambiguous. His white, armored mask is reminiscent of *Moby-Dick*, in which white represents far more than the color of

Main Image: General Grievous, a formidable foe, with an uncertain past.

Main Image: A possible look to his past? Gillian Mackinnon's explanation of a possible source for cyborg Grievous.

AUTHOR MATTHEW STOVER TOLD US THAT GRIEVOUS REMEMBERED JOY, ANGER, FRUSTRATION, GRIEF AND SORROW, BUT NO LONGER ACTUALLY FELT THESE THINGS.

a whale, and Ahab is obsessed with breaking through the "pasteboard masks" that hide the true nature of things. Ahab declares that "some unknown but still reasoning thing puts forth the mouldings of its features from behind the unreasoning mask" and rants that he sees in Moby Dick "outrageous strength, with an inscrutable malice sinewing it."

Features such as yellow eyes, perhaps? For Grievous is indeed a reasoning thing—one whose strength and malice are terrifyingly apparent to all. ■



GRIEVOUS FACTS



Pre-Episode III "sneak peeks" at Grievous showed him as a relentless foe, but in *Revenge of the Sith* he's a mustache-twisting baddie who flees whenever possible. Lucas decided to change Grievous into what he called "Dracula Droid" after viewing a rough cut of the film.



Speaking of Dracula, Gary Oldman was originally recruited to supply Grievous's voice in Episode III, but Matt Wood did the honors instead, then reprised the role in *The Clone Wars*. In the micro-series, Grievous was voiced first by John William DiMaggio and then by Richard McGonagle.



The reason for Grievous's cough is as complicated as his backstory. It's been variously explained as a behind the scenes joke, a side effect of prototype cybernetic technology, and the result of Mace Windu crushing Grievous's chest armor with the Force.



The videogame *Star Wars: Galaxies* resurrected Grievous—sort of—as N-K Necrosis, a combat droid built from his armor and cybernetic parts.



What did Grievous look like before his modifications? A Hasbro action figure of "Pre-Cyborg Grievous" appeared in the fall of 2007 and offered one answer. For other possibilities—including Kilian Plunkett's rather awesome saurian Grievous—see *The Art of the Clone Wars*.



MY STAR WARS

**IAN LISTON DID HIS BIT FOR THE REBEL ALLIANCE AS SNOWSPEEDER GUNNER WES JANSON IN *THE EMPIRE STRIKES BACK*.
INTERVIEW BY MARK NEWBOLD**



Do you have a favorite Star Wars film?
The Empire Strikes Back. Even if I wasn't privileged to be in it, I'd still say the same.

When did you first become aware of *Star Wars*?
I've always had an interest in photography and one day I was at the studio of the chap who processed my photos. He showed me some remarkable production stills he'd been processing from the first *Star Wars* movie. They were extraordinary and I made a mental note to look out for the film.

What was your reaction to seeing *Star Wars* for the first time?
I was astonished and amazed because it was so unlike any sci-fi film I'd ever seen. Little did I know that I would have a part in the next one!

Can you reveal something about yourself that will surprise *Star Wars* fans?
Five years before I worked on *Star Wars* as an actor, I'd worked in the very same studio at Elstree as a runner [tea boy!] on a TV series called *The World of Jason King*. Before I was an actor, I worked on the production side of films.

Where is the strangest place you've been recognized?
In hospital by a radiographer who was taking an x-ray of my nether regions in connection with my prostate cancer!

Where did you sign your first *Star Wars* autograph?
It was one sunny afternoon at a small convention on the Isle of Wight [an island off the south coast of England]. I'd been invited by Michael Sheard [Admiral Ozzel]. How we miss him; he was such a character. He loved *Star Wars* and just relished mixing with the fans.



What is your favorite Star Wars character and why?
My own, Wes Janson. He's developed into such a funny character in the Expanded Universe books, especially the ones written by Aaron Allston. Otherwise, I'd say Chewbacca, played by Peter Mayhew. He's such a lovely man.

Do you have a favorite line from the films?
I love the wit and wisdom of Artoo-Detoo! His beeps and whistles say it all!





Rancho OBI-WAN

MORE THAN JUST A MUSEUM

OFFICIALLY RECOGNIZED BY THE GUINNESS WORLD RECORDS AS HOUSING THE "LARGEST COLLECTION OF *STAR WARS* MEMORABILIA" IN THE GALAXY, STEVE SANSWEET'S RANCHO OBI-WAN HAS AMASSED MORE THAN 300,000 UNIQUE *STAR WARS* ITEMS SINCE 1977. *INSIDER* TOOK A TOUR TO FIND OUT MORE! WORDS: AMY RATCLIFFE



Opposite, pages: Our intrepid reporter finds highbushes with Darth Vader!

This page, clockwise from top left: Colgate toothpaste with a 15th Anniversary action figure; a selection of Star Wars shoes; a one-of-a-kind Stormtrooper helmet, decorated by artist Katie Epke; visitor Sam Weller (the voice of Darth Vader on *Star Wars: The Clone Wars*) poses in his next move; *Star Wars* trading card packaging; a Stormtrooper armor wash guard over the collection; curator and tour guide Steve Sansweet poses for a photo.

In *Raiders of the Lost Ark*, there's a seemingly endless government warehouse filled with dusty boxes and crates. Rancho Obi-Wan is a lot like that. Though the boxes may not be dusty or stuffed with mysterious and powerful treasures, they're packed with their own kind of magic: *Star Wars* history. Posters, action figures, T-shirts, art—one can find it all inside the museum's walls, licensed and otherwise. The items are more than just collectibles; they're exciting artifacts showcasing the impact of the *Star Wars*

saga over the last three-plus decades. And, because mega-collector, and Lucasfilm's former head of fan relations, Steve Sansweet has transformed his collection into a non-profit organization, anyone can visit Rancho Obi-Wan and take a walk through the stories of *Star Wars*' past.

Sansweet's collecting days began before *A New Hope* was released in theaters in 1977 when he recovered a pamphlet from the trash sent to members of the press. He then continued to pick up a few *Star Wars* items to add to his existing

collection of science-fiction toys, and he liked the merchandise so much that *Star Wars* soon took over his single-story home. Literally. Levels were added, storage lockers were stuffed, and when he moved to Northern California for his job with Lucasfilm, he deliberately searched for a property with space to display and share his collectibles.

Sansweet didn't want them to be locked away where no one could appreciate them. What good is having a tauntaun teapot if no one can see it?

"I think there are a couple of things you can do if you collect, and you get to the point where you have lots of stuff" relates Sansweet. "One of them is to have storage lockers or a huge basement and everything is in boxes and put away. You've taken pictures or inventoried [or you haven't even done that], and you have the personal satisfaction of knowing it's there. And you look at something like that and say, 'Well, that's cool,' but what kind of real satisfaction do you get from it?"

Sansweet wanted to be able to interact with his collection and share it with friends. So, he found a suitable spot in Petaluma, California, and, in 1998, Rancho Obi-Wan was born. Fast-forward over a decade. Sansweet was planning to retire from Lucasfilm and the informal set-up he had in place for others to view his memorabilia wasn't enough. It was time for an upgrade and expansion. With assistance from Rancho Obi-Wan's vice president and general manager Anne Neumann and director of publicity Consetta Parker, Sansweet filed the paperwork to make Rancho Obi-Wan a non-profit organization. Following 18 months of intense work, it opened to the public as such in November 2011.

TAKING A LOOK AROUND

The tour starts big with an animated set-up of the Modal Nodes playing their biggest (and maybe only) hit, and a Darth Vader costume completely fashioned from Episodes IV and V screen-worn pieces. It was all carefully planned.

"THIS GUY SAID, 'I'VE GOT 4-LOM'S CROTCH AND I WANT TO SELL IT TO YOU.'" —STEVE SANSWEET

"We're getting people sort of salivating in the beginning, and then I want to tell the story. It isn't necessarily in chronological order although we start with the original action figures and some of the Japanese toys. It's sort of grouped in a way that makes sense and that tells different kinds of stories about *Star Wars*' influence worldwide," says Sansweet.

The museum also highlights certain pieces that have great back stories. For

FIVE FAN-MADE ITEMS AT RANCHO OBI-WAN



1

1980s string art mailed to Lucasfilm



2

Salacious Crumb made from packing tape and newspaper



3

Folk art-style AT-AT, found at a flea market

example, Sansweet has a story about obtaining a piece of 4-LOM. "I own the crotch of 4-LOM. I never intended to buy the crotch of 4-LOM, but there was this guy down in Los Angeles and he had this piece, and it was pretty clear to me that it was real. He said, 'I've got 4-LOM's crotch, and I want to sell it to you.' He wanted \$1,000 for it. And I said no. For one thing, it's just the middle and that's not worth \$1,000 to me. But he kept after me for

months! So, there was this big show in Pasadena and I'm leaving the show, and crossing the street, and it's dark. This car pulls up next to me and it's this guy, and he says, 'You've got to buy this crotch from me. I need \$400 for rent!' And I said, 'Okay, I'll buy it.' And I bought 4-LOM's crotch out of a semi-moving car."

That's just a taste of the stories visitors will hear during the tour. Other stories focus on how he passed something up



4

Bantha piñata



5

Imperial teeth crowns by Dr. Jorge Arias

to his regret, and still others are interactive—he'll ask visitors if they can identify certain objects—and continues the narrative from there. The tours last around three hours, and the time flies by. Sansweet's enthusiasm is contagious. Seeing nostalgia-inducing vintage treasures, viewing over-the-top creative fan-made crafts, and just marveling at the size of collection and history on display, makes visiting Rancho Obi-Wan an emotional experience for *Star Wars* fans.

As one can imagine, there are more than enough different items to rotate in to keep the displays fresh. Sansweet tackles such alterations in small bites but tends to leave universally popular collectibles—like original Kenner action figures—in place. "I'm very cognizant of the reactions I get from people both to my stories and to what they see. And while there are always a couple of people who home in on something that nobody else is interested in, you want to go with the flow for what works for the majority of people. I'm constantly changing out shelves, so if you come here a year after your last visit things will be different, there will be things to talk about both old and new."



B

BONUS:
Recycled and painted chair

There's more to Sansweet's collection than just the sheer volume of items—there's what they represent. The way the *Star Wars* movies were created changed the filmmaking landscape. So did the accompanying marketing and

INSIDE RANCHO OBI-WAN



A brief overview: Rancho Obi-Wan houses an estimated 300,000 unique items. Neumann began the daunting task of cataloging the entire collection eight years ago. She thought the job would only take six months, but as evidenced by Anne's continued presence, she's still at it. They have officially logged over 90,000 pieces, and the number was more than enough to earn Rancho Obi-Wan a spot in the 2014 edition of the Guinness World Records book.

Obviously, there's no feasible way to put the hundreds of thousands of collectibles on display at once. Sansweet would need a building the size of a Death Star to do so. Instead, the displays are carefully curated to weave a specific narrative. "This is not your typical museum where you pay an admission and you walk through by yourself and maybe there are little cards that explain things," says Sansweet. "This is an experience, and the main part of the experience is me sharing my personal stories. Everything has a story to it, and I love telling some of the silliest stories, some of the self-deprecating stories, and I love getting laughs from people."

Probably my favorite part of the tour is at the very beginning when I open the door to the main part of the museum and see the looks on people's faces—especially kids! Some are stack-jawed. That to me is the big payoff."



merchandising strategies. As Sansweet points out, the action figures especially made an impact: "Since there were no home video or recent movies on television, kids had the action figures. They used those to re-create scenes from the movie or to create their own; all of it played into this deep psychological love we had for *Star Wars* while growing up. The merchandise plays a major role in the history of *Star Wars*, and that's one thing Rancho Obi-Wan is here to do—to preserve and tell that story in one place." He points out that it's meaningful to look at the making of the films, but there are stories to tell from other angles. "I think nearly as important as, or maybe as important, is the story about the marketing and the merchandising and the licensing of the movies. Because those things all-together combine to make *Star Wars* the pop culture icon that it is today."

Rancho Obi-Wan plays a huge role in preserving that history. Yes, it is specifically focused on *Star Wars*, but it

RANCHO OBI-WAN HAS AS MUCH MEANING TO OFFER AS ANY FILM LOCATION SITE.

says a lot about pop culture in general. In seeing the vast assortment of merchandise, one can form an idea of how society interacts with art it admires. The museum has so much information that they've even hosted researchers gathering information for *Star Wars*-related documentaries and databases. Sansweet has items not found in official archives because things unfortunately weren't documented and saved for posterity. He has poured time and a significant amount of money [no, licensees don't automatically send him one of everything] into collecting the artifacts. Anyone who visits and takes the tour can experience history with the additional benefit of context and anecdotes from Sansweet's years of collecting and interacting with fans.

Fans of the saga typically have a list of "rite of passage" type trips to iconic *Star Wars* locations around the world: the Lars homestead in Tunisia, Theed Palace in Italy, or Hoth in Norway. While those all have historical value and a significant place in the story of *Star Wars*, they aren't

FIVE WEIRD FOOD ITEMS AT RANCHO OBI-WAN

1

1978 Japanese breadsticks, rice snacks, and candy with premiums made by Morinaga



2

Peters brand Icy Pole featuring Chewbacca



3

Giant Jar Jar Binks chocolate head made by Vedebroncoeur



4

Chewable, collectible gum printed with *Star Wars* characters

Fromage frais featuring Episode I characters

5



STAR WARS: THE CLONE WARS TALENT SPEAKS ABOUT RANCHO OBI-WAN

"Rancho Obi-Wan is more than a place, it is an experience. It is more than a collection. It is a time capsule holding all that is fun, magical and special about Star Wars. It's where I plan on being encased behind glass someday... well, once they figure out this whole 'carbon freezing' thing." —James Arnold Taylor, Obi-Wan Kenobi



"What you get when you go to Rancho Obi-Wan is almost a living, breathing historical monument to the social and cultural impact of the Star Wars movies. It's easy to call it a Star Wars collection—that's not really what it is. It's much more than that. It shows us all how film changed when those movies came out, and it shows us how it captured our imagination and what it did to the public consciousness. That's Rancho Obi-Wan." —Sam Witwer, Darth Maul

"Rancho Obi-Wan is the Star Wars collector's ultimate dream come true. Anything you can imagine is there. It's an amazing place to visit, and something I think every Star Wars fan would love to see in person at least once! Rancho Obi-Wan is also important for the preservation and legacy of Star Wars, in that Steve has done an outstanding job of collecting and protecting this memorabilia, much of which you could not find anywhere else." —Catherine Taber, Padmé



B

BONUS:

Jar-Jar Binks Monster Mouth Tongue Candy

always easy to check off the list due to distance or access restrictions. Rancho Obi-Wan has as much meaning to offer as any film location site.

LOOKING TO THE FUTURE

Rancho Obi-Wan is a non-profit organization that needs support from fans in order to survive for future generations.

Its existence means more than keeping the doors open so fans can check out the collection; it's about keeping a safe space for the objects' intrinsic history.

For those who can't make the trek to visit in person, there is a concentrated effort in the works to create more of a virtual presence for Rancho Obi-Wan, not to mention regular appearances at Celebration conventions.

It's apparent Sansweet enjoys collecting, but he also loves opening his doors and sharing his knowledge with fellow fans: "It's me giving back something to fandom because fandom has been so wonderful to me. It has given me so many friends all around the world and great memories and great experiences, and I expect that to continue for years and years to come." 🍌

What's the most treasured part of your collection? Write in and tell us all about it!

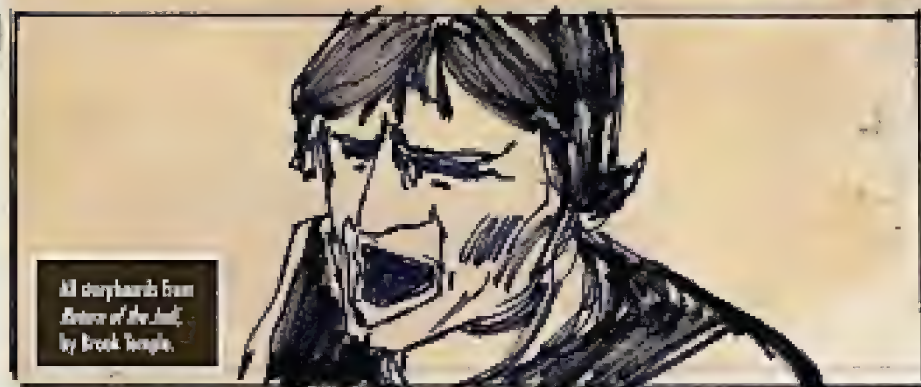
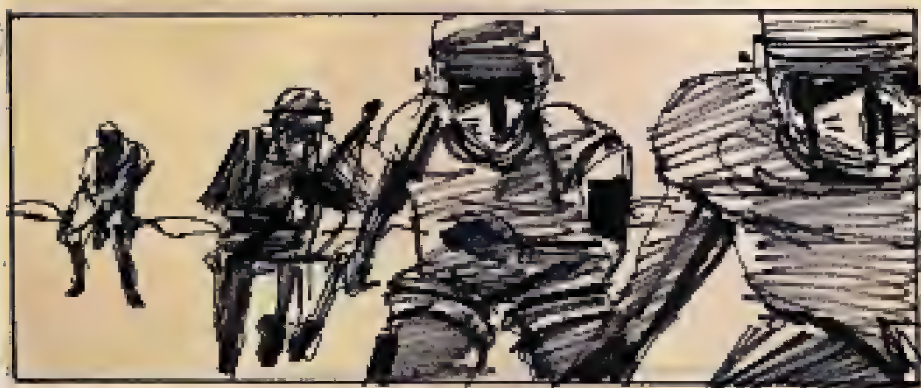
EXPANDED

Keep up with goings-on at Rancho Obi-Wan on Twitter @RanchoObiWan or at the official website www.ranchoobiwan.org

UNIVERSE

THE MAD-MAN

BRIDGING THE GAP BETWEEN MADISON AVENUE AND MARIN COUNTY IS BROOK TEMPLE, ARTIST PAR EXCELLENCE, WHO LEAPT INTO THE FRAY AS A STORYBOARD ARTIST ON *RETURN OF THE JEDI*. INTERVIEW BY J. W. RINZLER



All storyboards from *Return of the Jedi* by Brook Temple.

While at work on *Star Wars Storyboards: The Original Trilogy*, I came across a series of boards that were clearly not by Joe Johnston, Nilo Rodis-Jamero, or anyone else I could place. The style was completely different from anything on the first two films. I showed a few to Joe and he remembered that the artist was someone who liked to work with markers that were almost out of ink, and who was perhaps named "Brock." Brock hadn't worked for long on the film—it had been a temporary gig—so Joe couldn't remember more. I asked around and eventually movie historian Brandon Alinger reminded me that there was a storyboard artist named Brook Temple who had worked on *Return of the Jedi*. I emailed him a few samples and Brook confirmed that the boards in question were his. So... for the first time, here is his *Star Wars* story.

J. W. Rinzler (JWR): You once told me that the interesting part was how you got the job storyboarding at Industrial Light & Magic (ILM)—so how did you get the job?

Brook Temple (BT): I had been teaching at City College part-time and was dissatisfied, but I had been out of work for 10 years because of teaching. I thought that ILM would be a great fit, skill-wise, because of my past experience in advertising in New York. But I had no contacts at ILM and I knew that getting through the front door would be like going over barbed wire. Every kid in America wanted to work for ILM, so I knew that the facility would be inundated with calls and portfolios.

CONNECTION



Break Temple during the 1960s.

Perspective had always been one of my strengths in illustration, so I took a roll of butcher paper and cut a piece three feet by six feet and did a drawing of an intergalactic space battle cruiser. Again, past experience helped: I had worked for Northrop and Douglas aircraft and had a real feel for aeronautical technology.

I don't remember who I talked to, but it was difficult to connect through all the secretaries, to find out who was responsible for hiring, which is what I mean about the "barbed wire." Finally, someone on the phone said, "Oh, you're a professional; you need to talk to Joe." So I dropped off the drawing with the receptionist. I knew the drawing would have to be rolled out on Joe's desk—and that would be the wow factor—because it was so big. I knew a drawing that big would get attention. That's how I got the job.

JWR: What was your first day like?

BT: My first day was hectic, with orientation, and I was overwhelmed with all the characters, the technology, but I had to get up to speed very quickly. You need to remember that I hadn't been doing any commercial work for years, since I had been painting and teaching. Everyone else was up to speed, so it was like jumping on a moving bus.

JWR: Was this the first film you'd worked on?

BT: I had worked in advertising on television doing storyboards, and

storyboards are always about speed, but, yes, this was the first film I had worked on.

THE MAGIC TOOLBOX

JWR: Who were your influences, and where did you learn your craft?

BT: My first life drawing, a private class, was in the fifth grade. I had three years at Art Center in Los Angeles. Having graduated a year early from high school, I entered when I was 17 years old, and Art Center gave me a solid drawing background. In the army I worked as an illustrator for *Star and Stripes* in the psychological warfare unit in Japan.

I also studied with Jack Potter at the School of Visual Arts in New York. He could draw like God and taught like a disciple. While in New York, I took off a few years and went back to school at Yale, studying with Josef Albers [groundbreaking modern artist], graduating with a degree in fine arts. I spent 13 years as an illustrator in New York, both on staff at several large advertising agencies and freelancing.

**"IN THE ARMY, I WORKED
AS AN ILLUSTRATOR FOR
STARS AND STRIPES
IN THE PSYCHOLOGICAL
WARFARE UNIT."**

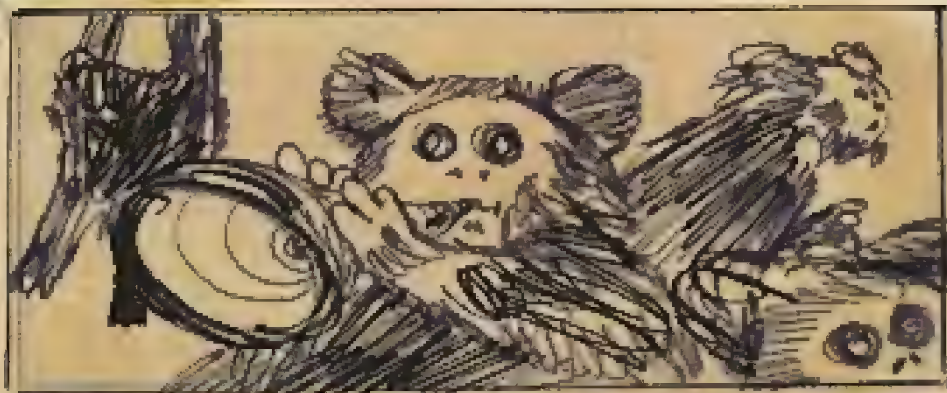
I remember that when I left Art Center to go to New York, I was living in a garage apartment in Los Angeles. I left my toolbox, which everyone had at Art Center, a green metal box, in the apartment, because I didn't need it anymore. Years later, here in Marin County, I had a mutual friend and we went to lunch with Ralph McQuarrie, who I had never met. In the course of reminiscing, it turned out that he had taken my old apartment, and had found and used the toolbox when he went to Art Center. My friend had a phrase, "No coincidences, just appointments." Obviously, it was the magic toolbox.

JWR: Had you seen the other *Star Wars* films and what did you think of them?

BT: Loved them all, still do.

JWR: What were you asked to do specifically for *Return of the Jedi*?

BT: I was asked to supplement and help



Some of Brook Temple's freelance clients included: *Sports Illustrated*, New York Giants, TWA, and the New York World Fair. Three larger advertising agencies were Kenyan Eckhard, BBDO, J. Walter Thompson. He also designed two postage stamps for the United States in the 1960s: Centennial State of Florida (also adopted by Spain), and the Magna Carta.

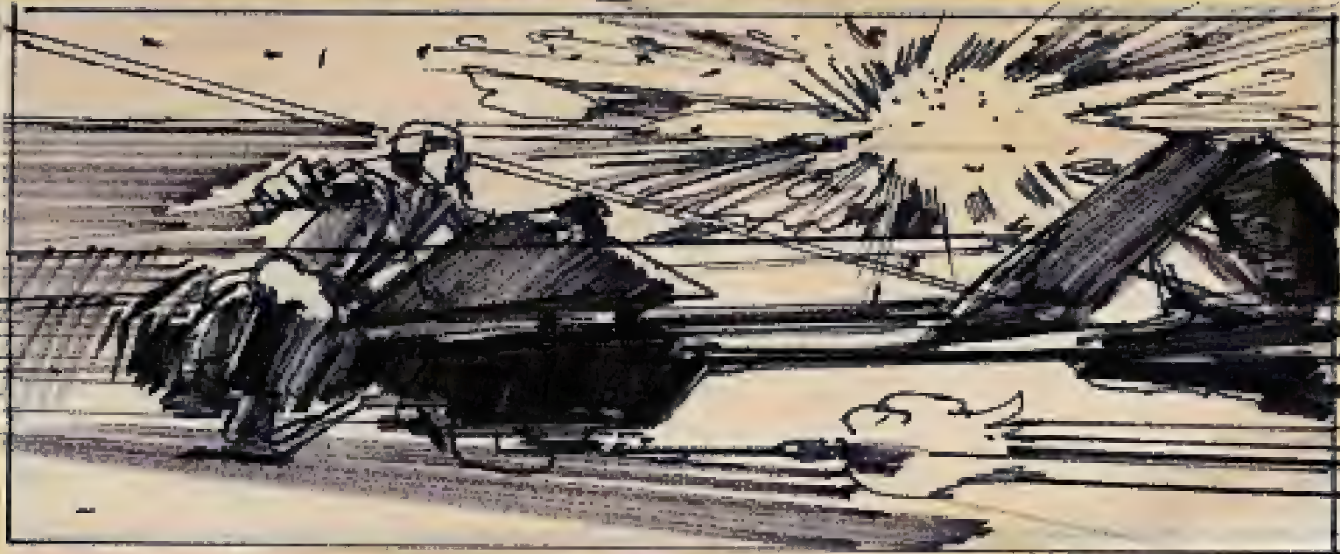
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69



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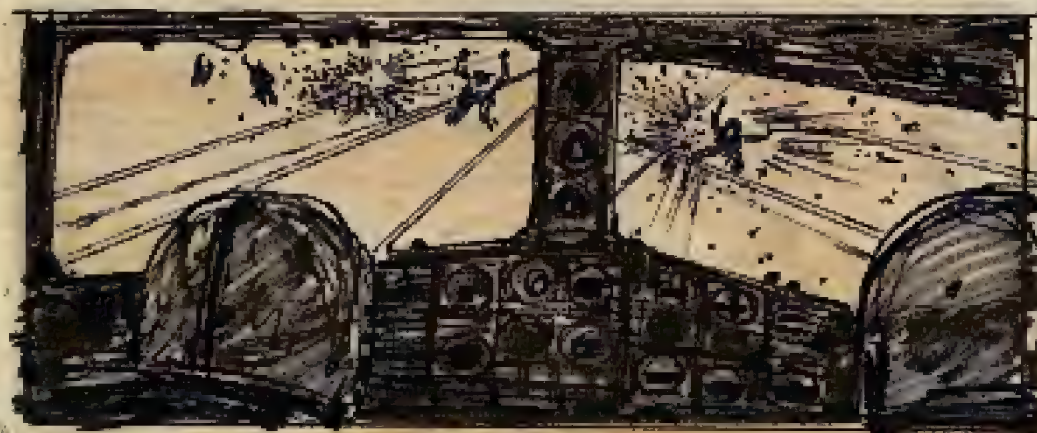
83

WALKER STAGECARS,
TURNS, ADVANCES
AT CAMBIA
FIRING



84

EWOKS RUN



85

ONE OR TWO
STAND THEIR GROUND

HEROS JUMP BEHIND
LOG

86



finish the storyboard. I remember that it was the last third of the film and anything else that was not completed. It was the chase scene on the [speeder] bikes through the woods, battle scenes with the Ewoks and the chicken walkers. I remember that George Lucas was coming in every other day to check on progress; he was passionate about following the script directly, no changes.

The work itself was challenging, lots of pressure, because I was hired in the middle of production. They needed speed and facility. I was under the gun because they were under the gun. I was forced at this point in production to get up to speed

"THE WORK ITSELF WAS CHALLENGING... I WAS UNDER THE GUN BECAUSE THEY WERE UNDER THE GUN."

with technology, character, everything that was new to me. My experience was about time and money. They had to get it done and save money; they were up against a budget.

JWR: What was it like working with Joe Johnston and George Lucas?

BT: Joe was very hands-on and very supportive. I think Lucas knew me as the new guy. Remember, I was there for only a short time, six to eight weeks, though I had hoped I would break in and get a permanent job. I was hoping this job would be the dream job and I would be working full time at ILM, but I was just



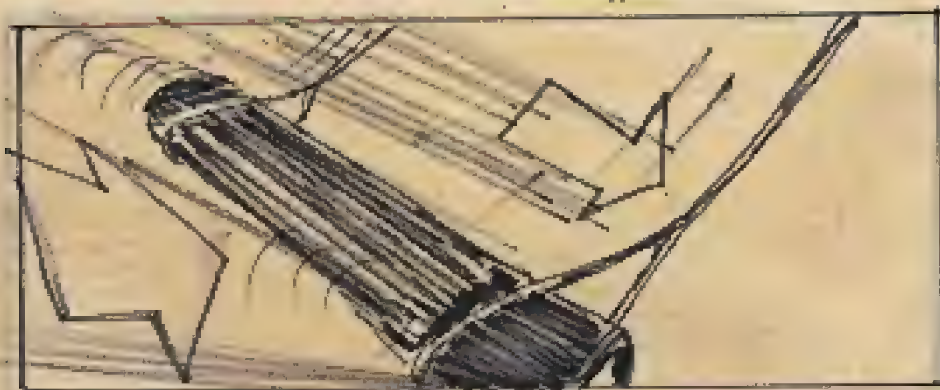
Brook Temple, 2013

THE INFLUENCES OF BROOK TEMPLE

Illustrators: Austin Briggs, Al Parker, Robert Fawcett, Bob McCall, Bob Peak, Jack Potter

Films: 2001: A Space Odyssey, Triumph of the Will, Wages of Fear, Paths of Glory, all Akira Kurosawa: Rashomon, Seven Samurai, etc.

Comic strip artists: Alex Raymond, Milton Caniff, Hal Foster



a gypsy and that was never going to be in the cards. Also, the more competent I was, the shorter my employment. I was being paid on an hourly basis; they just had to get the work done and the producer was under pressure not to spend any more money, so the faster I worked, the more money they were saving and the less I was going to make. My competence meant I would be there a shorter time.

JWR: What was it like in the art department?

BT: It was a thrill being part of the team, but there were security measures and the work was secretive. The room wasn't a large room, there were no windows; the door was locked [from the outside; we could leave], so basically no one was allowed into the art department to look over our shoulders and see what was

happening on the development of the storyline. I believe there were about three of us, including Joe.

JWR: What materials did you prefer to use? Joe mentioned that you liked to use almost empty pens/markers.

BT: I absolutely do not remember the answer to this question exactly, but I used Pentel pens.

JWR: What did you think of *Return of the Jedi* when you saw the completed film?

BT: The most important thing was that my young daughters were very impressed and proud of me that I had worked at Lucasfilm. They loved the film and so did I. 🍌



EXPANDED

See storyboards by Brook Temple, and many more, in *Star Wars Storyboards: The Original Trilogy* available now! Follow J. W. Ringer on Twitter @jwringler

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CREW OF THE *GHOST*

HERA SYNDULLA
(VOICED BY VANESSA MARSHALL)

ZEB ORRELIDS
(VOICED BY STEVE BLUM)



AUTHORS OF THE EXPANDED UNIVERSE

MATTHEW WOODRING STOVER

BY MICHAEL KOOGÉ

A SUCCESSFUL SCIENCE-FICTION AUTHOR IN HIS OWN RIGHT, MATTHEW WOODRING STOVER'S *STAR WARS* NOVELS INCLUDE THE DEFINING MACE WINDU NOVEL, *SHATTERPOINT*, AND THE MUCH-CHERISHED NOVELIZATION OF *REVENGE OF THE SITH*. BUT THE PATH TO SUCCESS WAS LONG AND HARD...

Right (this page): Stunning art for the Japanese edition of *Shatterpoint* by artist Tetsuya Nagano.

Right (opposite page): Author Matthew Woodring Stover relaxing with an Ewok-like feline friend!

In the summer of 2001, a writer new to the *Star Wars* galaxy, Matthew Woodring Stover, delivered a manuscript titled *Traitor* to the editorial desks of Lucasfilm and Del Rey Books. Commissioned as the 13th entry in what would be an epic 19-novel saga called The New Jedi Order, Stover's *Traitor* was slotted to be published as a mass market paperback in July of the following summer, on the heels of the 634-page hardcover doorstopper *Star by Star* and the *Dark Journey* and *Enemy Lines* paperbacks. Other than providing readers with an exciting action-adventure, not much was expected to happen in these paperbacks. In fact, when the editorial team first conceived of the New Jedi Order, they intended the paperbacks to recount the minor, "fill-in" stories of the series, while the five annual hardcovers would be penned by top industry names and feature galaxy-shaking events, like the deaths of major characters.

Yet *Traitor* was anything but a minor action-adventure. Perhaps the shortest book in the series in word count, it packed the biggest emotional (and philosophical) punch, recalling Yoda's quip, "Size matters not." Stover's paperback novel would become the center of the saga—and a story that influenced the rest of the *Star Wars* Expanded Universe fiction for years to come.





SMALL TOWN, BIG IMAGINATION

Though his works often tackle themes of suffering and ultra-violence, Stover's childhood was anything but, as he grew up in calm, peaceful suburbia. The youngest of four children, Matthew Woodring Stover—Woodring, an Anglicized French family name—was born in 1962 in York, Pennsylvania, a few miles from Gettysburg. Until he was three, his family moved around quite a bit, finally settling in the small town of Danville, Illinois. There his father worked as a mechanical engineer doing HVAC design and his mother taught rhetoric at the community college.

Church was where Stover's love for words originated. But it was the church program rather than the religious rituals that fascinated the young Stover. He would circle words in the program he didn't understand, and during breaks in the service, his mother would sketch definitions to keep her son happy and quiet.

Stover's oldest brother, Tom, possessed a huge library of science-fiction novels at home, and it was from there that Stover's education in the genre began. He read his brother's favorites, the hard science-oriented stories of Larry Niven and Robert Heinlein, then gradually moved on to more experimental and fantastical fare by the likes of Fritz Leiber, Roger Zelazny, and Stephen R. Donaldson, three authors who had a tremendous impact on the burgeoning novelist. Donaldson's *Chronicles of Thomas Covenant* showed Stover that fantasy could be written for grown-ups and deal with adult themes and conflicts. Roger Zelazny, on the other hand, impressed Stover with how he engineered his fantasy worlds through prose, making his science as poetic as magic and his magic as



STOVER'S *TRAITOR*
INFLUENCED *STAR WARS*
FICTION FOR YEARS
TO COME.

practical as science. And Leiber's *Fafhrd* and the Gray Mouser stories were Stover's personal favorites as a teenager, so much so that he would set his first novel, *Iron Dawn*, in the same legendary city of Tyre where the first of the *Fafhrd* tales takes place, in homage to Leiber.

Despite Stover's passion for literature, he didn't see himself becoming a professional writer from the outset. He dreamed of being an actor. Stover enrolled at Drake University to major in acting and went on to play many roles both at Drake and on the Chicago stage, including being cast as the Prince of Denmark himself in a touring university production of Shakespeare's *Hamlet*.

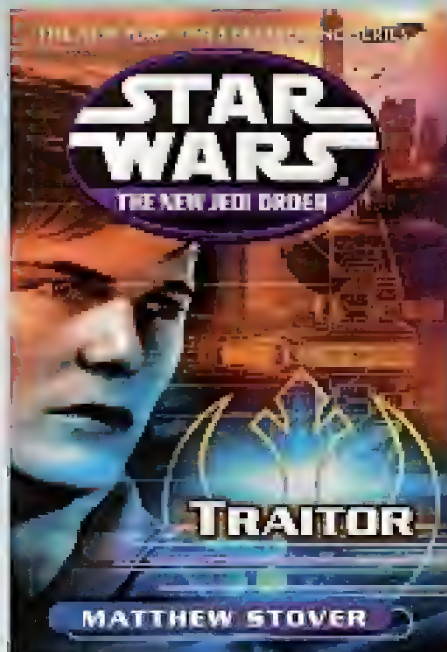
But an actor's life is a fickle one, based on fortune as much as talent, and Stover held down jobs as a bartender and martial arts instructor during the lulls between roles. He also turned to writing, thinking that might be his true vocation.

At first he tried his hand at a detective novel, having been taken as an adult reader by the hardboiled prose of Raymond Chandler and Dashiell Hammett. He soon found he lacked confidence in rendering a realistic urban setting that was a requirement of the genre. "I'm from a small town in central Illinois," says Stover. "At the time when I was writing, there was no such thing as a detective story set in a small town in America." The Los Angeles of Chandler and the San Francisco of Hammett seemed to him as exotic as Macau or Peking.

So Stover returned to the genres that excited him as a youth. In science fiction and fantasy, he could work more with his imagination and less with the real world. And setting no longer proved a problem. "I could make up my own cities, make up my own cultures. I didn't have to be there and know what things were like," Stover admits. "Also, science fiction and fantasy gives me the leisure to indulge my hobbies. I've always been interested in philosophy and comparative religion, and different sorts of mystical systems. One of the things you can do as a fantasy writer is explore how things would work if one or more of these particular mystical conceptions of the world or the universe are actually true."

MYTHOLOGY AS TRUTH

A close reading of Homer's *Iliad* and *Odyssey* led Stover to the real-life story of Heinrich Schliemann and



"I WAS LISTENING TO ALEC GUINNESS TALK ABOUT THE JEDI AND SOMETHING IN ME SAID, 'WELL, THIS IS TRUE.'"

gave him the seed for his first novel, *Iron Dawn*, set during the Bronze Age. Schliemann was a 19th Century German archeologist who found what hundreds of others had searched for since the Renaissance: the legendary city of Troy. Instead of dismissing Homer's texts as pure mythology, Schliemann sifted through them for geographical details, which he realized corresponded to the coast of modern-day Turkey.

"He was the first guy in 500 years to wonder if Homer might have been reporting history in addition to telling a story. This made a huge impression on me," Stover says. "The underlying premise of *Iron Dawn* and its sequel *Jericho Moon* is that, like the *Iliad*, maybe the foundational cultural myths of all of the civilizations of Earth have a basis in fact, at least metaphorical fact."

Not connected to anyone in the book trade, Stover sent *Iron Dawn* out to a number of publishers. "I was one of the last of the slush pile guys," he remembers, referring to the days when authors could submit their manuscripts without having an agent. Though the novel wasn't immediately published, an editor's recommendation got Stover an agent who later sold the book to Roc. Soon Stover

wasn't waiting for audition callbacks, he was hard at work on *Jericho Moon* and *Heroes Die*, a story he had conceived nearly 20 years earlier, after a viewing of *Star Wars*.

NOT JUST A MOVIE

Stover saw *Star Wars* the weekend it opened in Danville in 1977. To this day, he vividly recalls the scene when Obi-Wan gives Luke his father's lightsaber, set to the quiet, romantic strains of John Williams's music. "As I was watching this, I felt—I didn't feel—I knew that despite the fact that this was just a movie, despite the fact that it was made by this George Lucas guy who I didn't know really much about [except that I'd seen *American Graffiti*] and thought it was really cool, and despite the fact that here was Alec Guinness, who I'd seen in a dozen movies at least, talking to some other guy who I knew was an actor,

I was listening to him talk about the Jedi and something in me said, 'Well, this is true.'

"I never was under the delusion that by 'true'—what I felt was true—meant 'factual.' It doesn't. It means there was something about

it that rang a bell I didn't even know was inside my head. And I guarantee it's that same bell that rang for so many people."

Stover returned to the cinema many times that summer and subsequent ones when *Star Wars* was re-released. One such screening in 1979 inspired *Heroes Die*, the first novel in a tetralogy that Stover considers his magnum opus, *The Acts of Caine*. "There's this moment [in the movie] where Han and Chewie are surprised by a dozen stormtroopers and Han starts firing, drops a couple of them, and shouts and charges. And the stormtroopers break and run. It's funny as hell," Stover says. "I was thinking, he also just killed three guys. We're laughing, but he just killed three guys."

This scene made Stover question the nature of violence in relation to entertainment. "I thought, *What if this wasn't just a movie? What if the hero that you're cheering for is killing real people who really die? How does that make you feel?*" he asks. "It was *Star Wars* that got me thinking about that, about how we react to violence is largely mediated by the format of the violence presented to us. It's one thing to watch a shoot-out on a TV show, it's another thing to watch a shoot-out on the news."



Left: Dave Seeley's cover art for Starlin's 2008 novel *Luke Skywalker and the Shadows of Mindor*

Opposite page: Starlin's partial story in *The New Jedi Order* series, *Twilight*

Right: Stover's novelization of *Revenge of the Sith* revealed what fans could expect from a movie adaptation

Right: opposite page: Brian Kopp's art for "The Jerebian Way," Stover's short story that appeared in *Star Wars Insider* #130.

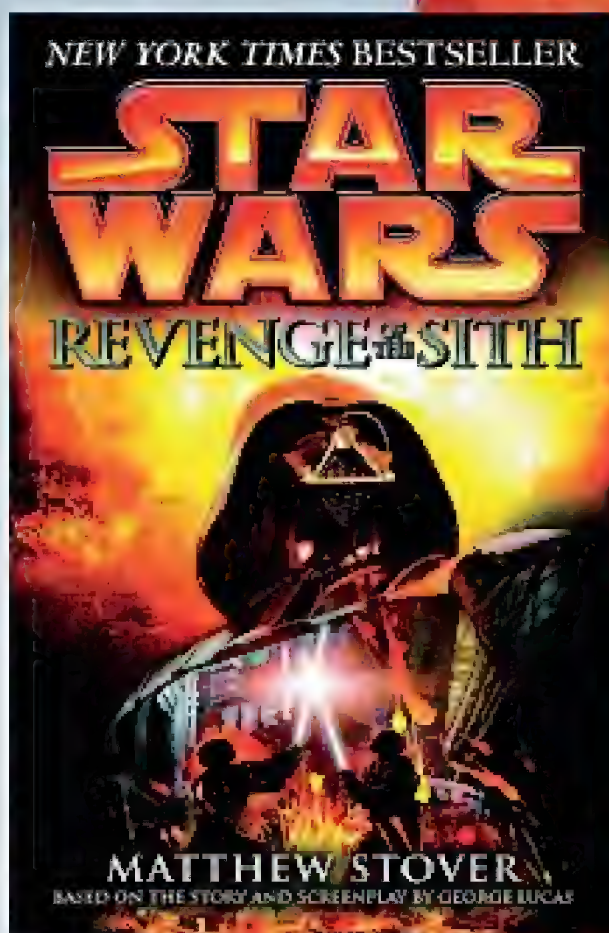
OVERWORLDS AND UNDERWORLDS...

Del Rey released *Heroes Die* as a trade paperback in August 1998. Coincidentally, Lucasfilm had just awarded the publisher the rights to publish *Star Wars* fiction, a license they had previously held in the 1980s. The Del Rey editors felt that Stover's muscular and gritty style might match up well with the dark tone of *The New Jedi Order*, so they sent *Heroes Die* to Lucasfilm for Stover to be considered as a potential candidate. Lucasfilm agreed with Del Rey's assessment, and assigned Stover to write the novel that showed how the tragic death of Anakin Solo transformed his older brother, Jacen.

Stover poured his heart and soul into the novel, writing it in an intense seven months. Originally called *Underworld*, the book was re-titled *Traitor* to avoid confusion with a Dark Horse comic series at the time. Yet *Underworld* fits the story quite well, for in it Jacen Solo travels through the "land of the dead," encountering a former Jedi Knight, Vergere, who is the opposite of Yoda. In this metaphorical hell, Vergere teaches Jacen about her conception of the Force by having him physically, emotionally, and mentally suffer the worst Yuuzhan Vong tortures. At the same time, she makes Jacen stronger, forming him into a new kind of Jedi Knight who is able re-emerge into the land of the light, betray the World Brain that controls Coruscant, and use his new powers in the service of his people.

Stover steeped Vergere's wisdom in Taoist philosophy, blowing many readers' minds by showing the ambiguities inherent in the Force. In Stover's view, the Force needn't be a simple dichotomy of good versus evil, Jedi versus Sith. He also purposely left Vergere's true alignment in the cosmic balance unexplained. "You never see inside Vergere's head in that book," Stover says. "You only see what other people think as they interact with her."

A later story conference with George Lucas confirmed Stover's instincts about Vergere and the Force. "Mr. Lucas himself told me that [*Star Wars*] is not about answers," he recalls.



"Some things are supposed to be mysterious."

Stover returned to the Overworld universe of *Heroes Die* to write a loose sequel, *Blade of Tyshalle*. Meanwhile, reader reaction to *Traitor* proved extraordinary. Two years later, Lucasfilm hired Stover to write *Shatterpoint*, a prequel hardcover pitched as *Apocalypse Now* with Mace Windu. And in 2004, Stover received an unexpected phone call from editor Shelly Shapiro of Del Rey. She asked him if he was interested in writing the novelization for *Revenge of the Sith*. "I may have actually fainted for a little bit after that, I don't really recall," Stover says. "Getting that phone call was one of the biggest things that ever happened to me."

**"MR. LUCAS TOLD ME
THAT *STAR WARS* IS NOT
ABOUT ANSWERS."**



SELECT BIBLIOGRAPHY

Star Wars novels: *Traitor* (2002), *Shatterpoint* (2003), *Revenge of the Sith* (2005), and *Luke Skywalker and the Shadows of Mindor* (2008) [Del Rey]

Age of Bronze duology: *Iron Dawn* (1997) and *Jericho Moon* (1998) [Roc; ebooks on tsand.com]

Acts of Caine tetralogy: *Heroes Die* (1997), *Blade of Iyshalie* (2001), *Caine Black Knife*, (2008) *Caine's Law* (2012) [Del Rey]

Short stories: "Equipment" [Star Wars Short Story Collection, 2003], "The Tenebrous Way" [Star Wars Insider #130] and "A Friend in Thark" [A Princess of Mars—The Annotated Edition—and New Tales of the Red Planet]

...AND NEW WORLDS

Stover's last *Star Wars* novel was 2008's *Luke Skywalker and the Shadows of Mindor*. In the meantime, he's contributed to other universes, such as Sony's *God of War* and Edgar Rice Burroughs's *Mars*, while also completing his Acts of Caine tetralogy with *Caine Black Knife* and *Caine's Law*. But he is always grateful to fans for their appreciation of his *Star Wars* stories. "I take *Star Wars* even more seriously than I take my own stuff," he says. "Writing a *Star Wars* book is far harder for me than writing an original novel. It's something I approach with a great deal of care. Because I was a fan first, Was—and am—a fan." 🌌

EXPANDED

Michael Kogge can be found online at www.michaelkogge.com.

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McQUARRIE REVISITED



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COLLEAGUE, ART DIRECTOR AND CONCEPT DESIGNER PAUL
BATEMAN, WE GO INSIDE DARTH VADER'S CASTLE AS A
SINISTER MEETING TAKES PLACE...**





The sprawling *Star Wars* universe contains many spectacular locations; from the perilous depths of the Death Star's seemingly bottomless chasms to the astonishing heights of Coruscant's sparkling towers. Sadly, one wonder has so far escaped the silver screen: The brooding mountain-top castle of Darth Vader.

McQuarrie's original piece was dreamt up during the early stages of production on *The Empire Strikes Back* and is an idea that has appeared in the Expanded Universe in the shape of "Bast Castle," Vader's dark retreat, hidden away on the stormy planet of Vjun.

Gathering Hunters...

When you first look through Ralph's interior studies for the castle, the first thing that strikes you is the overwhelming sense of Vader's isolation. It feels like a place where he would have little choice but to be quiet and contemplative. However, because of the enormous scale of the place, it's obviously designed to house many off-world visitors. To me, it looks like the *Star Wars* equivalent of the Sheriff of Nottingham's castle from a classic swashbuckling Robin Hood movie.

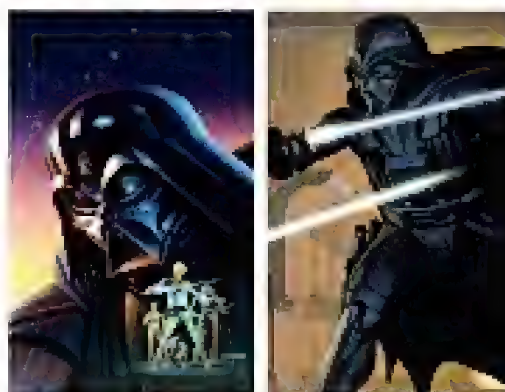
As my starting point for this image, I began with the study Ralph had worked up most extensively. Though the original design had an elegant starkness to it, I thought it would be fun to populate the scene with some of Ralph's rarely seen bounty hunter concepts. My thinking being that as the design was conceived so early in the development of *The Empire Strikes Back*, it seemed logical that Vader might be plotting to catch the infamous rebel pilot, Luke Skywalker.

I hope you enjoy my interpretation of Ralph's thumbnails as much as I enjoyed painting them. 🖌️



This page, above:
Ralph McQuarrie's
bounty hunter
sketches.

Left: Boba Fett and
Darth Vader designs
as incorporated into
Bateman's final piece



Left, below:
McQuarrie's design
for the interior of
Vader's castle.



ABOUT PAUL BATEMAN

Paul is an art director and concept designer based near Pinewood Studios in London. He can often be heard on the popular *Star Wars* podcast, *Rebel Force Radio*. Follow him on Twitter: @PaulRMD

STAR TREK

THE OFFICIAL MAGAZINE



STAR TREK INTO DARKNESS

Much was made of the darker themes of the latest film! Did it really break new ground for *Star Trek*, or did the Prime Target get there first?

INTERVIEWS

We talk to Gates McFadden, The *Enterprise*'s own Dr. Beverly Crusher, along with guest stars Douglas Tait, Rachel Nichols and Lisa Wilcox!

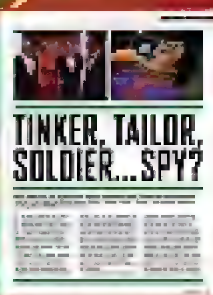
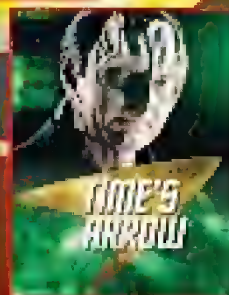
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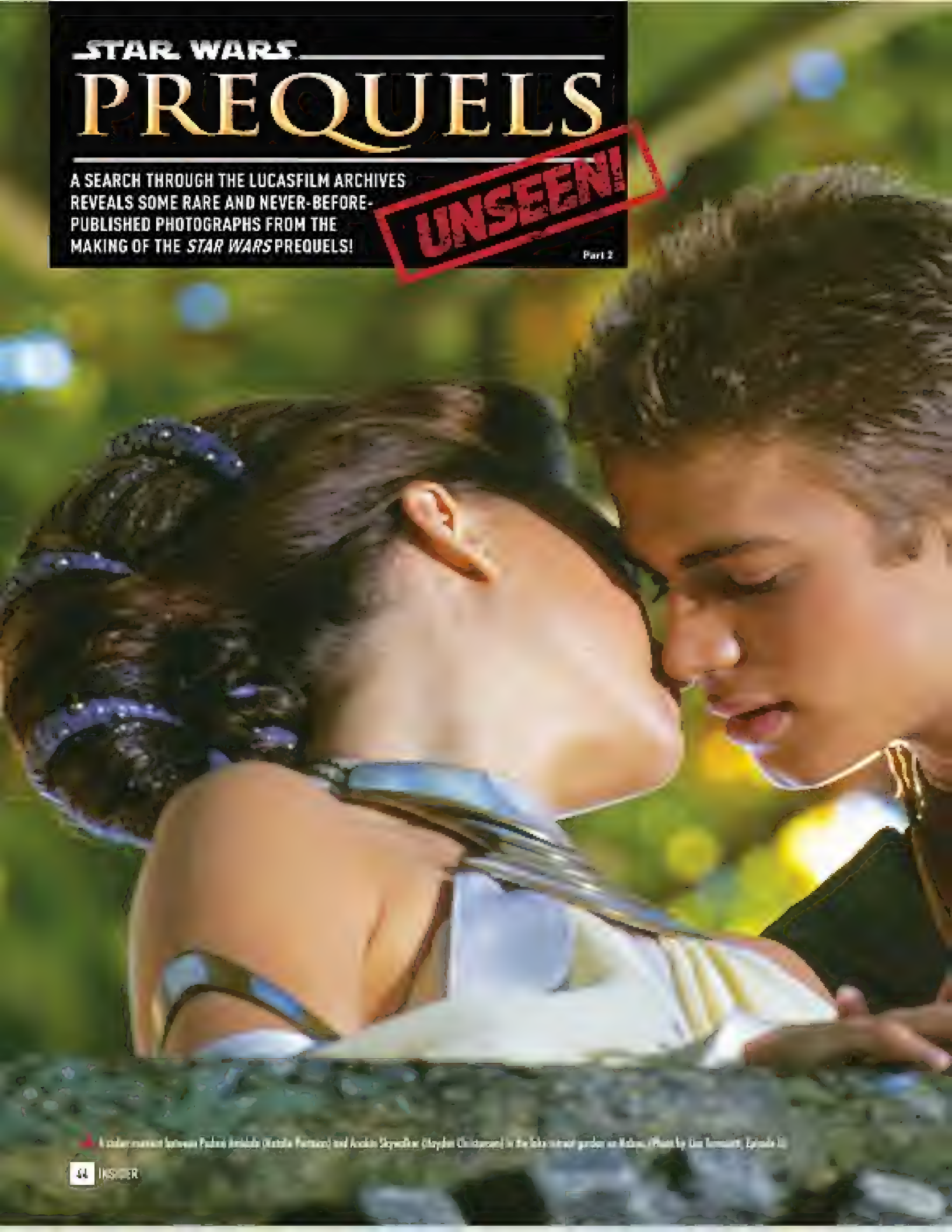
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UNSEEN!

Part 2



▲ A tender moment between Padmé Amidala (Natalie Portman) and Anakin Skywalker (Jake Lloyd) in the idyllic secret garden on Naboo. (Photo by Greg Gorman, Episode II)



• Ewan McGregor (Anakin Skywalker) and Mark Caudill (Yoda) look after a Yoda on the Water's Edge. The Yoda puppet is set up between takes. (Photo by Keith Henderson, Episode II)



▲ Anthony Daniels (C-3PO) makes his way down the Naboo Cruiser landing ramp on Stage 3 at Fox Studios, Australia (Photo by Ralph Nelson, Jr., Episode II)

Key Park (Dark Maul) and Liam Neeson (Qui-Gon Jinn) in action on the bluescreen set of Epovenden Studios. (Photo by Keith Hambleton, Episode 1)



Sabotage (Trish Wadde) in a scene ultimately deleted from *Attack of the Clones*. (Photo by Paul Tilley, Episode II)



♥ Lily Nyamwasa (Shes Alie) and Ori Shoshon (Shak Ti) take a break on the Geonosis set. (Photo by Lisa Tamment, Episode II)



♥ Extra popolare fra i fan: il bar di Coruscant. (Foto di Paul Miller, Episode II)



• Jennifer Brown (costume stylist) adjusts Scott McLean's (stand double, Jango Fett) armor on the bluescreen Geonosis arena set.
[Photo by Giles Westley, Episode III]



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BLADE SQUADRON

PART ONE

BY DAVID J. WILLIAMS AND MARK S. WILLIAMS,
WITH ART BY CHRIS TREVAS

Gina Moonsong popped her cockpit hatch and slid down the ladder onto the flight deck. She yanked off her flight helmet to reveal the red buzz-cut she'd had ever since Dantooine, and wiped the sweat from her olive skin. Before she could hand off the flight log to the crew chief, the booming baritone of the deputy wing leader's voice echoed through the hangar.

"Front and center, cadet!"

Moonsong froze and saluted, the ghost of a smile hovering just short of insubordination as Lieutenant Braylen Stramm pushed his dark brown face right up to hers. He looked about as annoyed as any officer would who had just watched a vital training exercise go bust—all the more so when the order to advance on the Imperial Fleet might come down any day.

"What in the three suns did you think you were doing out there, Cadet?"

Moonsong hesitated as pilots exited the ships all around her. The expressions on their faces ranged from annoyance—the outsider was causing trouble again?—to professional interest: how was their by-the-book commander going to handle the latest infraction by the squadron's problem child? She met Stramm's eyes, and grinned.

"Completing the mission, successfully sir."

"Successfully? The computers say different. You were destroyed. Along with half the squadron."

"Sir, we scored three hits on the Star Destroyer. Sir."

"Except that wasn't a Star Destroyer. That was a bunch of drones in space simulating the position of a Star Destroyer. And you broke formation to score those hits. After which you got annihilated."

"With due respect, sir, the calculations the wing leader sent in were off."

"And after less than fifty hours you're an expert at flying a B-wing? This isn't the same as smuggling off Coruscant, Cadet. When we go into battle it won't be against some local security cruiser. We'll be facing the Imperial Navy."

"Well, you'd know all about that, wouldn't you?"

A moment of astonished silence. Then Stramm drew in a deep breath to cite Moonsong for an inevitable disciplinary infraction. But before he could speak:

"That's enough."

Wing Commander Adon Fox strode over to them both. Rotund and red-faced, he made up for his lack of warrior physique with reflexes and mental agility. He was known across the fleet as a first-rate leader of pilots. Yet right

now it was all he could do to keep them from killing each other.

"I'm going to pretend the last five seconds never happened," he said. "Because the cadet's right. My numbers were off." Moonsong started to reply, but Fox cut her off: "But instead of hot dogging in there, you should have told us what you were doing first."

"Sir, I didn't have time—"

"Then make time."

He said it with such steel that Moonsong knew better than to question him.

"The whole point of a B-wing squadron attack is that the combined ships act as a force multiplier. If we integrate our attack vectors, we have a far better chance of finishing the mission successfully—and alive. Understood?"

"Yessir."

"I don't think she understands at all," Stramm muttered.

"She did get the job done, Lieutenant; nobody ever said this war was going to be easy." Fox turned back to a chastened Moonsong. His black eyes reminded her of her old mentor, Barthow Quince. They had that same look of disappointment that set a lump in her throat.

"This is not your personal war, cadet. If I thought it would do any good I'd revoke your flight status right here and now, but frankly we don't have enough pilots as it is."

He pitched his voice a little higher, letting it ring out across the hangar floor.

"As it stands, I've just received our orders from Admiral

THE WHOLE POINT OF A B-WING SQUADRON ATTACK IS THAT THE COMBINED SHIPS ACT AS A FORCE MULTIPLIER."

Ackbar. Tomorrow's the big show. The fleet moves on Endor. But we won't be participating in the main assault. We'll be safeguarding the fleet's lines of communications and guarding the rear—"

"Rearguard?!?" Moonsong couldn't hide her disappointment. "I didn't come all this way just to—"

"Enough, cadet. We have our orders. Dismissed."

Fox turned on his heels, and strode off the flight deck. He had mixed emotions that the squadron wouldn't be going into the kill-zone. On the one hand, he longed to strike a blow at the Empire. But (much as he hated to admit it) the squadron just wasn't ready. And as for Stramm—he meant well, but frankly he was trying way too hard. Which was to be expected; Stramm was a former Imperial Naval officer who was used to strict discipline and the chain of command. What he needed to realize was that the Alliance did not have the same resources to train its pilots. Most of them had never flown a snubfighter before in their lives. Hell, most of the new flight cadets were from backwater worlds with little to no military experience.

Case in point, one Gina Moonsong. Like so many others who flocked to the Rebellion, she had no formal training and had learned to fly on smuggling routes off Coruscant. Moonsong might have a standing aversion to rules and regulations, but there was no denying she was an amazing pilot. Certainly better than himself, maybe almost as good as the legendary Wedge Antilles.

Fox couldn't help but smile as he considered the true reason for the friction between the two pilots. They thought they had been so careful, but Fox was nothing if but perceptive, and had seen chemistry flare between them from the moment they first laid eyes on each other. Whether or not they had taken things any further than that—well, it was none of his business. Relationships with subordinates were unheard of in the Imperial Navy, but matters were a little more lenient in the midst of the Rebellion, where there were no such restrictions beyond what wing commanders were willing to put up with. And not only did Fox have bigger things to worry about, he wasn't about to invoke a double standard. Everybody on the squadron grapevine knew how generals were cowering around with princesses, and if anything the Rebellion was the stronger for it. Illicit relationships in his squadron weren't Fox's problem; training was. His people were still green. Still scared.

He'd been the same, not too long ago. When the Battle of Hoth began, he'd had less than one hundred hours of flight time and yet they expected him to fly his single X-wing as an escort to an escape transport. It looked like a suicide mission, but he'd somehow soldiered on, and survived. What he hadn't counted on was his wife's transport being destroyed by the Star Destroyer blockade as it took off. But after that, Fox wasn't afraid anymore. He didn't feel much of anything these days, truth be told. And he was fine with that. He lay down on his bunk, knowing that there was no way he'd get any sleep before the operation tomorrow. He knew exactly where his dreams were liable to venture, and figured no dreams at all was better than dealing with ghosts of the past.

Stramm wasn't sleeping either.

He'd brewed himself some coffee, and settled



down with schematics of B-wings, X-wings, TIE fighters and Star Destroyers. Not to mention the original Death Star. He'd gone over all the accounts of the Battle of Yavin—focusing in particular on the ship logs of Antilles and Skywalker. They'd accomplished the impossible, but even they hadn't had to contend with capital ships guarding the station. Stramm knew that this time around the Imperial Navy wouldn't be as lax, especially since the station was far from operational.

He knew the imperial logic, of course—knew it first hand. They'd have at least a few Star Destroyers on hand, and would probably employ a lot of TIE fighters as long-range pickets. Admiral Ackbar's plan of popping out of hyperspace as close to the Death Star as possible seemed like the only possible course of action but the thought of doing so twisted Stramm's stomach into knots.

It wasn't death he feared, though. It was failure. His faith in the Rebellion wasn't exactly boundless; he hadn't joined up because he thought they would win. It was just that he was tired of fighting for an oppressive force—of putting his boot on the throat of provincials whose only crime wasn't kowtowing quickly enough. It had been only a year since he deserted from his post in the Imperial garrison on Naboo and made his way into the Outer Rim to join the Alliance. He'd finally snapped, figuring it was better to die fighting tyranny than continuing to be its willing servant.

And right now it looked like he was finally going to get his wish.

The door chime broke his concentration.

Stramm was more than a little surprised when he opened it to find Moonsong standing there. Her emerald eyes seemed to almost glitter in the darkness. He took her by the arm, pulled her into his quarters.

"Did anybody see you coming?" he asked.

"Frankly, people have more important things to worry about," Moonsong gestured at the schematics. "Doing a bit of last-minute studying, Lieutenant?"

"What do you want, Cadet?"

For a moment they stared at each other. Then—

"I want to apologize," she said.

"That's a first."

"For what I said in the hangar. I didn't mean to question your loyalty. I was mad and I was out of line."

Stramm shrugged. "You were just stating a fact."

"You know what I mean."

"Sure. I came on a little heated too... it's only because—"

Moonsong stepped forward and put her hand softly against his chest. "I know why."

Stramm placed his hand over hers. "We're going to make it out of here."

"Don't say things you don't mean."

"What do you want me to say?"

"The truth."

"The truth is none of us know what's going to happen tomorrow."

That made her laugh out loud. "What's so funny?" he demanded.

"None of us know what's going to happen—that's precisely why we have a chance."

He grinned at that, and drew her to him,

Admiral Jhared Montferrat was getting annoyed at all the screaming.

It wasn't a noise one usually heard aboard the *Devastator*. His crew was the best there was, and they took a justified pride in their ship's unique legacy. And right now, that pride couldn't be greater: after months of raiding Rebel commerce, the ship was rejoining Vader and his fleet at Endor. The final battle of the war might be in the offing, and that meant that there really wasn't time for distractions. So when the *Devastator* happened to capture some suspected smugglers on the way into the system, Montferrat's orders were as simple as they were harsh.

Which meant there was a lot of screaming.

Montferrat regarded the four shackled men with his single gray eye. He'd heard enough of their desperate protests about how they weren't rebel spies. Certainly there was the faint possibility that they might be telling the truth about being traders, but ultimately it made no difference. Montferrat had found over his many years of command that it was best to keep a crew focused on their mission. That was one of the many lessons he had learned back in the days when the *Devastator* served as Darth Vader's personal flagship. A focused crew was a crew less likely to make mistakes, and Montferrat believed in dealing with failures swiftly and definitively. So an opportunity to demonstrate the penalty for transgressions was always welcome.

He gave the stormtroopers a curt nod; they slammed the airlock door, cutting off the screams. One of the smugglers began banging on the window, but Montferrat didn't bother to look. He hoped if his day ever came, he'd meet it with more dignity than the men he was dispatching. The stormtroopers cycled the airlock and the banging stopped. The sergeant stepped forward.

"What should we do with their ship, Admiral?"

"Set it adrift and let the gun crews use it for target practice. Score the drill and let me know if any gun crew fails to achieve one hundred percent."

Without waiting for a response, Montferrat turned on his heels and headed back toward the command deck. He took the long way there, of course. He always walked the decks before a big operation; he liked to let the officers and crew know that he was watching their every move. That was one more thing Lord Vader had taught him. Truth to tell, he didn't expect much in the way of action in the upcoming operation; there was no way the surprised rebels would be able to withstand the awesome display of power the Emperor had amassed to put an end to their seditious nonsense once and for all. Even so, his analytical mind had gone over the mission details time and time again, and he intended to carry them out to the letter.

Montferrat arrived on the bridge to find Commander Gradd wearing his immaculate flight suit. There was no question that Gradd was one of the best TIE fighter pilots in the whole fleet, but Montferrat found his ostentatious nature to be a continual source of annoyance. He cleared his throat.

"Commander, I want to take your interceptors out and take up position aft of the ship."

MONTFERRAT BELIEVED IN DEALING WITH FAILURES SWIFTLY AND DEFINITELY. AN OPPORTUNITY TO DEMONSTRATE THE PENALTY FOR TRANSGRESSIONS WAS ALWAYS WELCOME.

Gradd cocked an eyebrow and ran a finger over his pencil-thin mustache. "I thought we were going to support the Battle Station's operations, Admiral."

"You are, only now you will be doing it closer to this vessel when we move to engage the rebel fleet."

"Sir, may I suggest—"

"You may not. Considering that even the smallest of their attack craft have hyperdrives, I don't want to be taken by surprise by any snubfighter attacks, and I want to be free to maneuver against their capital ships as soon as we have the go-ahead."

Gradd bowed slightly and gave Montferrat a crooked smile. "A sensible alteration to plan, sir. Allow me to compliment—"

"Spare me, commander. After the battle is won I am sure there will be time enough for appropriate congratulations. Dismissed."

The fighter ace headed toward the bridge exit. Somehow his ego wasn't too large for him to get through the door, but in his wake Montferrat was quietly seething. No one would have dared question Vader's orders when he was running this ship. Montferrat could testify personally to that, having seen Vader Force choke more than one hapless Imperial officer in front of his own eyes. Montferrat had lived in daily fear of that deadty grip when he was subordinate to Vader on board the *Devastator*—and had (though he would never have admitted it to himself) been more than a little relieved when Vader transferred his flag to the *Executor*.

Not that Vader needed to be on the same ship to exact punishment. And anyway, the *Executor* was visible on the screens right now—an impossibly vast vessel, the *Star Destroyers* arrayed it like minnows to a shark. Looking at the new flagship, Montferrat half-wished that Vader had taken him as an officer to serve on the *Executor's* bridge. But he knew such thoughts were foolish. Montferrat was caretaker of a vital legacy—a sacred trust. The *Devastator* had witnessed historic battles—it had served on the blockade at Hoth, and it had even once captured Princess Leia Organa. Who knows, maybe it would have another chance against her in the coming battle. The ship had been refitted dozens of times with the latest systems and weapons, keeping her more than competitive with the newer capital ships now operational. The *Devastator* thus remained one of the most prestigious commands in the fleet. Montferrat would have been the first to say that he was lucky to be where he was, but it was well known to all who served under him that the admiral firmly believed there was no such animal as luck. He looked up from his reverie to see an excited bridge officer gesturing at a tactical display.

"Admiral: the rebel fleet just emerged from hyperspace."

Shock was far too mild a word for what the Rebel fleet experienced as it realized the partially completed Death Star's shields were up. But even more alarming was the fact that they were effectively cut off by the largest flotilla of *Star Destroyers* ever assembled—a mass of ships stretching across the sky. They were trapped. Fox let out a low curse as his A-wing's com filled with the urgent voices of the other wing commanders asking for instructions. He took in the situation; the main rebel strike force led by General Lando Calrissian in the *Millennium Falcon* had broken off its attack on the battlestation and was slugging it out with swarms of TIE fighters dispatched from the



Imperial fleet. Behind them, *Star Destroyers* were moving in for the kill. Fox's tactical display looked like a multi-layered spider web of electromagnetic interference. He wasn't surprised at all when he got orders cancelling the rearguard mission and reassigning his wing pronto.

"About time," said Moonsong.

"Stow that talk, Blade Three," snapped Stamm. Moonsong shut up as Fox spat out the new orders. There was no time to tell them the why of the situation. It wasn't their job to think—in fact, the less thinking they did at this point, the better. But on the off-chance that the rebel commandos who had landed on the moon somehow brought the shield down, the fleet was going to need to pivot quickly and vector onto the Death Star. They were going to have to make every second count. And they weren't going to have time to fight their way through still more *Star Destroyers*. One in particular was deploying just in front of the shield...



Fox recognized it as the *Devastator*.

The ship that Vader had once commanded. The ship that had killed his family. He gritted his teeth and keyed his mike. "Blade Leader to Blade Squadron. Follow me in on heading one-seven-zero-delta."

Blade Squadron broke apart, then reformed like a flock of birds streaking towards the huge ship in an arrowhead formation. But any hope Fox had for a quick strike against the massive ship disappeared as two dozen TIE interceptors swept in from the ship's aft and came at them head to head. Fox watched them rush in on the screens with a sinking feeling. He knew in his heart of hearts that most of his pilots had just barely grasped the techniques needed to make attack runs on a capital ship. And now they were going to have to dogfight for their lives with seasoned TIE fighters. Yet the situation here was the same as everywhere else in the fleet. They were surrounded. It was over.

But it wasn't.

Fox cracked a smile. They might not be able to win, but at the least they would give the Imperials a fight they would never forget.

"Blade Squadron.... start your attack run!"

TO BE CONCLUDED NEXT ISSUE!

EXPANDED

David J. Williams and Mark S. Williams co-wrote the short story "Maze Run" which appeared in *Star Wars Insider* #131.

See more of Chris Trevas' amazing art at www.christrevas.com

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EVIL EMPIRE!

WORDS: KEH EDWARDS

An Imperial prison barge, *Purge*, carrying 500 hardened criminals and rebels, is heading for an isolated prison planet—when it comes upon a drifting Star Destroyer that won't answer its hails. After a boarding party goes onboard the seemingly lifeless vessel in order to scavenge for spare parts, only half of them return. Plus they bring back a disease that sweeps through the prisoners and guards, leaving only a handful of survivors—including a certain scoundrel of a smuggler and his Wookiee companion. As the dead become something much worse, it's left to the six survivors to battle a terrifying threat, find out what caused it and to try and escape the ship of living death...

WHY IT'S A CLASSIC

The beauty of *Star Wars* is that it allows writers to explore many other genres within its space fantasy opera. Apart from the Western and Samurai influences, the *Star Wars* galaxy of stories touches on everything from romance to thriller,

comedy to tragedy. Surprisingly, before *Death Troopers*, horror is a genre that had rarely been explored. *Star Wars: The Clone Wars* had featured the "Legacy of Terror"/"Brain Invaders" two-parter, with its mind-controlling brain worms, but even after that, there was ample room for a *Star Wars* horror.

The cover of *Death Troopers* sets the scene with its gory stormtrooper helmet suspended on a hook: This is *Star Wars*, but not as we know it. The familiar elements are there—blasters, Imperials, stormtroopers, droids, Star Destroyers, even Han Solo and Chewbacca—but with a grisly twist. This twist proves effective, as it provides an added element of high-stakes danger and body horror where no one appears safe from the living dead. The presence of Han Solo and Chewie in this story, shortly before the events of *A New Hope*, is a reminder, too, that when Han tells Luke in that movie, "Kid, I've flown from one side of this galaxy to the other, and I've seen a lot of strange stuff..." was no idle boast. If anything it was an understatement.

Having faced the living dead on *Purge*, he and Chewie have looked into the heart of darkness and survived.

WHAT THEY SAID

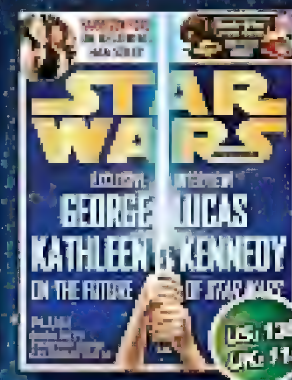
"One day my Del Rey editor, Keith Clayton, mentioned to my agent that he and some others were kicking around ideas for a *Star Wars* horror novel. It was just one of those light-bulb moments when you say, 'How did we not think of this before?' Keith said, 'I've got the perfect guy for this.' Needless to say, I was thrilled to prove them right." —Joe Schreiber, author, *Star Wars Insider* #112, October, 2009

ESSENTIAL TRIVIA

The Imperial prison barge *Purge* also appeared in the 2014 novel *Maul: Lockdown*. Although this appearance came after *Death Troopers*, it occurred around 32 years earlier in the ship's service history.

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"LUKE'S JUST
NOT A FARMER,
OWEN."

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"THERE'S NOTHING
LIKE A GOOD
BLASTER AT YOUR
SIDE, KID."

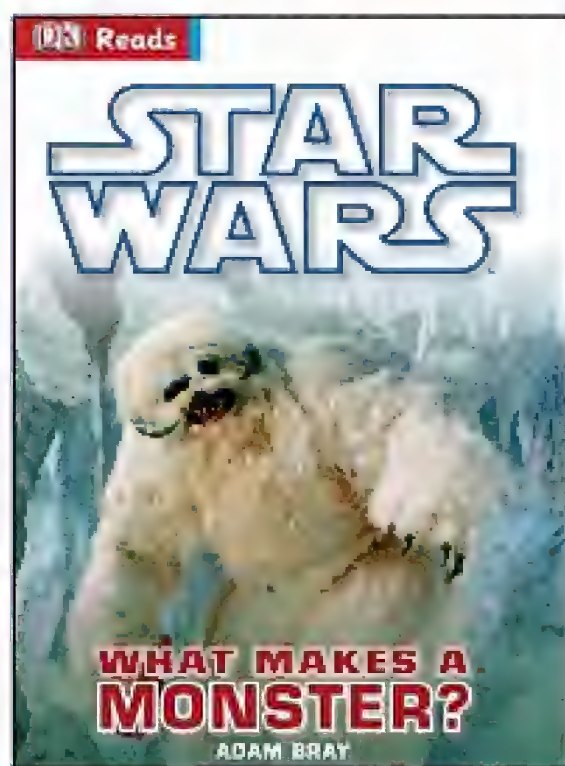


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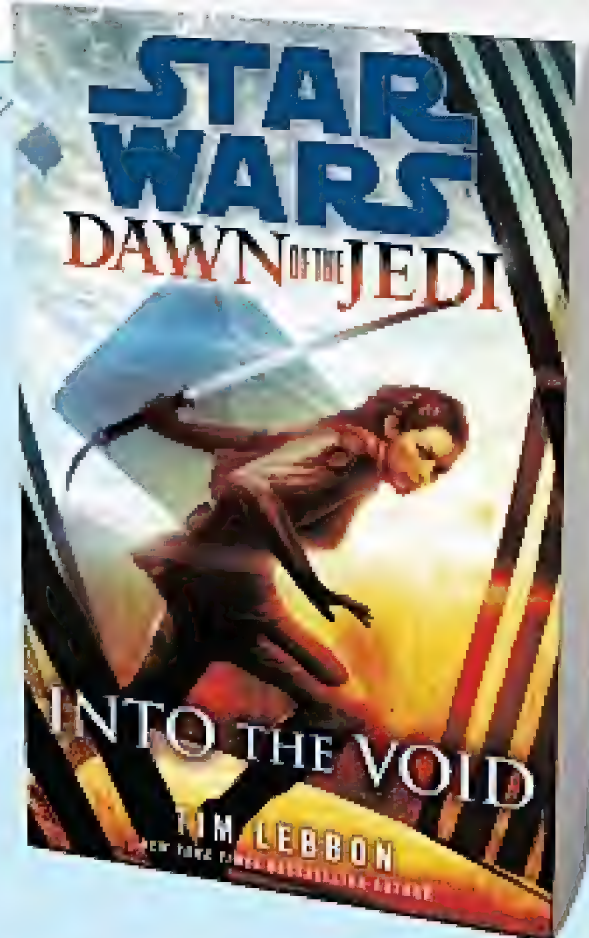
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JE'DAI ROCKS

TRAVEL TO AN ANCIENT AGE WITH
DAWN OF THE JEDI: INTO THE VOID

Now available in paperback, *Dawn of the Jedi: Into the Void* follows the adventures of Lanoree Brock—one of the most powerful Je'daii disciples to emerge on the ancient world of Tython. And if that doesn't sound familiar yet, this novel is the perfect way to catch up on a period of Star Wars Expanded Universe history taking place more than 25,000 years before the movies.

The book, written by Tim Lebbon, is a tie-in to the *Dawn of the Jedi* comic series from Dark Horse, which introduced the Je'daii of Tython and the peculiar Force traditions that will one day give rise to the familiar Jedi Order of the *Star Wars* Films.

Lanoree Brock is a Je'daii Ranger, keeping order on the worlds of the Tython system. A Force-strong bloodline flows through her veins, but it's a gift that somehow skipped her brother. He grew up unable to hear the Force's call, and learned to hate the Je'daii when his training ended in tragedy.

Now, the Je'daii Council has ordered Lanoree to stop a cult's plans to use dark matter and rip open a space warp, which could set off a chain reaction and swallow the entire planetary system. But when she learns that the cult's leader is the brother she thought dead, Lanoree has to face the truth of whether she can eliminate her enemy and do her duty as a Je'daii.

Also included with *Dawn of the Jedi: Into the Void* is a short story ("Dawn of the Jedi: Eruption" by John Ostrander) and an excerpt from the comics story arc *Dawn of the Jedi: The Prisoner of Bogan*, by John Ostrander and Jan Duursema.



COMICS //

THE VERY BEST *STAR WARS* COMIC BOOKS HEADED YOUR WAY! WORDS: DAN WALLACE

THE CLONE WARS LIVES AGAIN

Catch Unproduced Episodes
in Comics Format
With *Darth Maul: Son
of Dathomir*

The popular animated series *Star Wars: The Clone Wars* has wrapped with a final run of episodes appearing on Netflix, leaving a number of scripts sitting on the shelf. Fans can rejoice in the news, however, that an entire unproduced story arc will appear in comics format starting in May. Jeremy Barlow is helming the adaptation process for the four-issue *Darth Maul: Son of Dathomir*, with Juan Frigeri on pencils and Mauro Vargas on inks. The series will feature covers by Chris Scalf.

Get ready for the hype, because this story is a knockout. In *Son of Dathomir*, all-out war breaks out between the factions of evil. Darth Maul and Darth Sidious lead two opposing armies in a grand clash of wanton destruction and the power of the dark side.

"I've approached each chapter with an eye toward preserving the overall story's tone and intentions, while keeping as many plot details as a 22-page comic book can handle," says Barlow, of the process of adapting and compressing the episode scripts. "It's been a challenging game of artful reduction, but we're all really happy with the results."

What can fans expect to see? How about new Mandalorian Super Commandos Gar Saxon and Rook Kast?



Illustration by Chris Scalf

Darth Maul's Shadow Collective forces, made of criminal elements from the Pyke and Black Sun syndicates, are ready to fight, as are the elite Nightbrother warriors led by Brother Viscus.

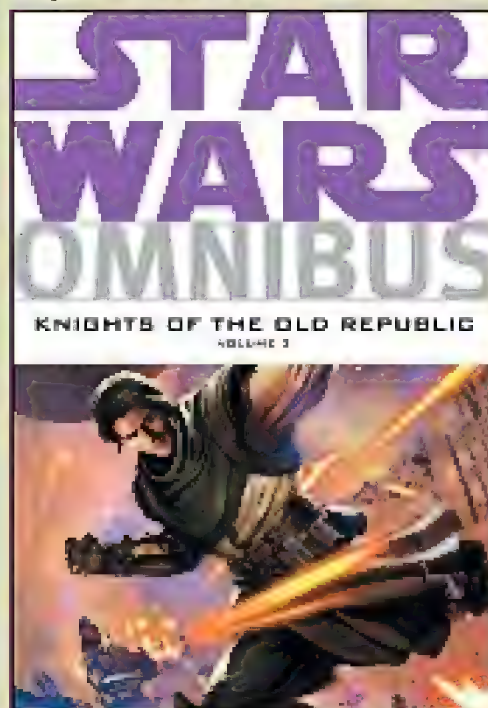
On the opposing side, General Grievous commands the Separatist fleet and his personal squad of MagnaGuard droids. Meanwhile, Count Dooku has a more personal role to play in the proceedings, as he faces a secret from his past that won't stay buried.

Surprisingly, Barlow wasn't a regular viewer of *Star Wars: The Clone Wars* until he maintained the series in preparation for this project. "Aside from a few scattered episodes, I'd never really watched it before now," he admits. "I don't have cable and don't watch a lot of TV anyway, so I usually miss out. But *Star Wars* obviously holds a special place in my heart, and I put in the time and got up to speed before jumping in. Being invited to adapt these stories is very flattering, and living up to the trust that's been placed with me to honor the show—and to bring Maul's arc to a close with a bang—is my top priority." Among the spectacular setpieces packed into *Darth Maul: Son of Dathomir* is a prison break from the planet Stygeon, a massive droid invasion, and a gladiator pit stocked with a hungry shatterax monster. And Nightsister shaman Mother Talzin plots her path to resurrection, leading to a revelation that is truly mind-blowing. "Mother Talzin is interesting," says Barlow. "In some ways, she's probably the least 'Star Wars' character I've encountered. And I mean that in a good way. She's a powerhouse that could go toe-to-toe with Darth Sidious, but she comes at it from such a unique angle. Nightsister magic is not at all like the Force, and that lets us do some surprising things. Let's just say Count Dooku does not have an easy go of it here!"

For fans of *The Clone Wars*, the opportunity to return to the characters and the continuity will be a treat. And those who love Darth Maul—and Barlow counts himself among them—will find plenty to cheer about. "Seeing Maul introduced and then abruptly tossed aside in *The Phantom Menace* was kind of a bummer," he says. "But honestly I wasn't crazy about the idea of bringing him back. But George Lucas and Dave Filoni created a dynamite character arc for him, and I'm loving it. Maul is the ultimate underdog here—hunted by the Jedi, rejected by the Sith. But no matter how bad things get for him he just keeps pushing forward. And he takes some really hard lumps in this story."

CATCH UP ON AN ERA

The New Knights of the Old Republic Omnibus is Here



The newest *Star Wars Omnibus* is a tremendous value and the perfect overview of a critical timeframe in the galaxy's history. Weighing in at a hefty 416 pages, *Star Wars Omnibus: Knights of the Old Republic* volume 3 collects *Knights of the Old Republic* issues #38 to #50 and all five issues of the *Knights of the Old Republic: War* mini-series.

Set more than 3,900 years before the events of the movies, the collection opens with former Padawan Zayne Carrick cleared of all false charges against him. But when Zayne discovers that his ally Jarael has been running from her past, Zayne is caught up in a web of sport dueling, slavery, an evil twin, and an ancient society—all of it leading to the frontlines of the Mandalorian Wars.

Written by John Jackson Miller, the Omnibus features the artwork of Ron Chan, Brian Ching, Bong Dazo, Andrea Multi, and Dean Zachary, as well as a cover by Dan Scott. It is available from April 30.

DARK TIMES AHEAD

Vader is the Target in Star Wars: Dark Times Volume

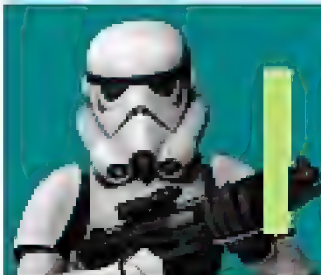


7—A Spark Remains

The "dark times" between Episode III and Episode IV were a grim time for the surviving Force users, but some ex-Jedi were determined to go down fighting. Wandering Jedi Dass Jennir and a new Jedi acquaintance join with the crew of the starship *Ukumele* to eliminate the Emperor's second in command: Darth Vader! Using Jedi as bait, they aim to offer the Dark Lord something he can't resist: Jedi. But can their mad plan possibly succeed?

The 128-page *Star Wars: Dark Times Volume 7—A Spark Remains* collects all five issues of the original mini-series.

Written by Randy Stradley with art by Doug Wheatley and a cover by Benjamin Carré, it is available from April 23.



INCOMING

THE LATEST *STAR WARS* GEAR YOU'LL WANT TO ADD TO YOUR COLLECTION! WORDS: JAMES BURNS

HASBRO

STAR WARS REBELS 3 1/2" SAGA LEGENDS ACTION FIGURES

The cast of the new animated series *Star Wars Rebels* comes to life in toy form in the new line line of Hasbro action figures taken directly from the upcoming series.

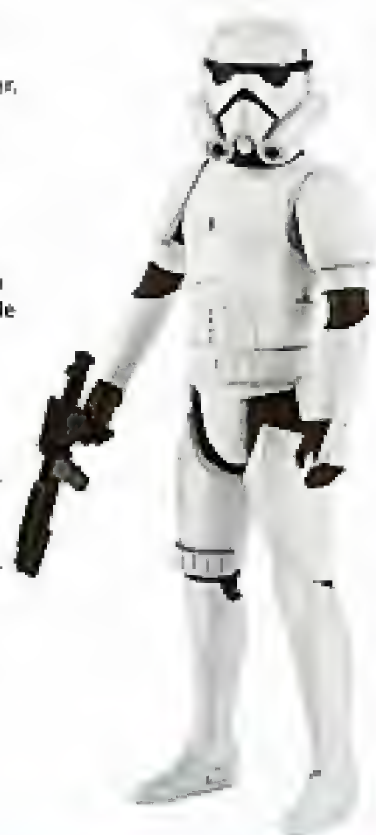
Each *Star Wars Rebels* 3 1/2" Saga Legends action figure includes five points of articulation (just like the original Kenner/Palitoy figures from the 1970s and '80s) and includes accessories taken directly from the show.

The first wave of figures includes the show's heroes: Ezra, Kanan, and Chopper, along with three villains: the Inquisitor, Agent Kallus, and a stormtrooper.

More figures will be revealed later in the year, including female protagonists Hera and Sabine.

The *Star Wars Rebels* 3 1/2" Mission Series action figures (not shown) include two characters for only \$9.99. These group characters together to form an epic rivalry or a classic partnership.

Like the Saga Legends line, each figure includes five points of articulation and accurate accessories. The first Mission Series action figures from *Star Wars Rebels* include R2-D2 & C-3PO, Zeb, and a stormtrooper. Available: Q3
Price: \$5.99 each



THE BLACK SERIES 6" FIGURES AND DELUXE

The Black Series 6" line from Hasbro continues with six new releases in the standard line this summer, including Anakin Skywalker as Darth Vader from *Episode III: Revenge of the Sith*. This figure features two swappable heads (one with Sith eyes). Also available this year is an *Attack of the Clones* clone trooper and a sandtrooper (with black pauldron).

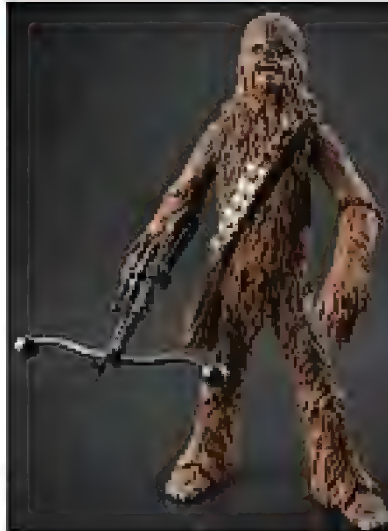
In order to ensure the greatest characters from the Star Wars universe are all made in this scale, Hasbro has decided to make the boxes bigger to accommodate larger characters and at the same time the packaging will change from black/orange to black/blue. The first of these larger characters is Chewbacca, who will be quickly followed by Darth Vader from *Return of the Jedi* (complete with removable helmet). Luke Skywalker, also from *Jedi*, is the last of the six new figures coming this summer.

Hasbro has also announced the first two releases from the Black Series 6" Deluxe line. The first is the speeder bike with biker scout from *Episode VI* and a supersized Jabba the Hutt!

Available: Q3 2014

Price: Standard 6" figures

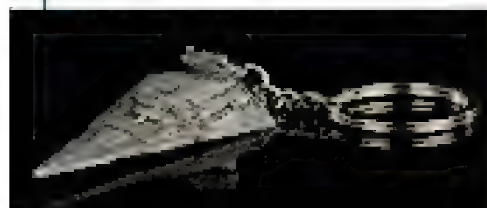
\$20; Deluxe \$40 each



QMX

QMX [Quantum Mechanix Inc.] is a new Star Wars licensee that specializes in creating highly detailed novelty collectibles and prop replicas. The company is using its expertise to create some of the iconic ships found in Star Wars as incredibly detailed replica key-chains. The first three include the Millennium Falcon, Star Destroyer, and Slave I, all of which need to be seen up close to appreciate their stunning attention to detail.

Available: July
Price: \$12.95 each



DIAMOND SELECT

Diamond Select ensures you always have a way to open your favorite beverage, with this metal 3D TIE fighter bottle opener! Like all their barware releases, it comes packaged in a collector's case.

Available: Q3 2014
Price: \$18.00



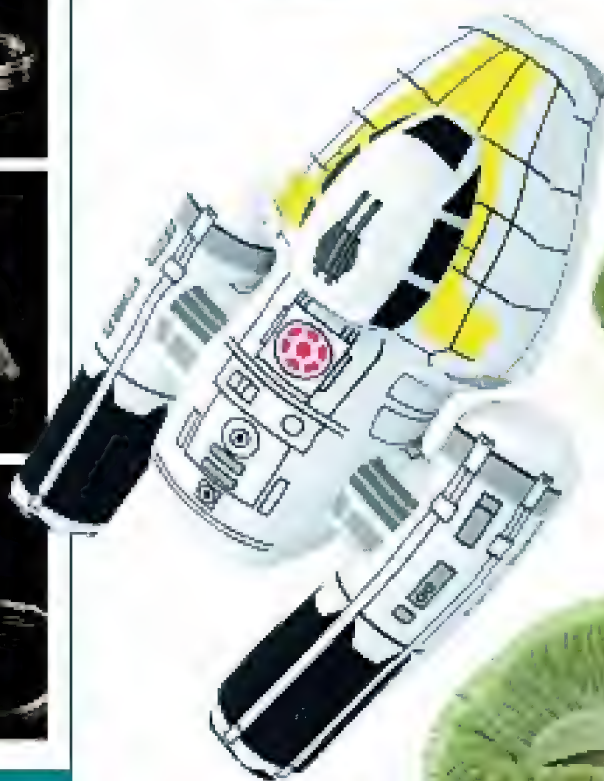
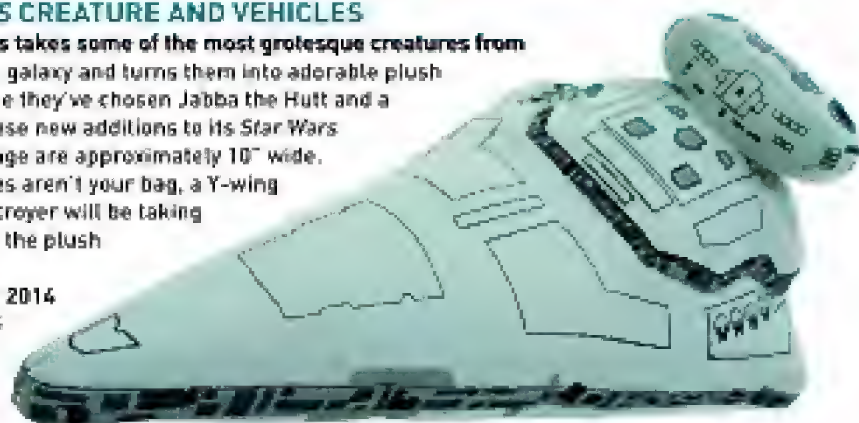
COMIC IMAGES

STAR WARS CREATURE AND VEHICLES

Comic Images takes some of the most grotesque creatures from the Star Wars galaxy and turns them into adorable plush toys. This time they've chosen Jabba the Hutt and a dewback. These new additions to its Star Wars creatures range are approximately 10" wide.

If creatures aren't your bag, a Y-wing and Star Destroyer will be taking their place in the plush vehicles line.

Available: Q3 2014
Price: \$12.95 each



MIMOCO

Mimoco is known worldwide for its ever popular range of quirky USB thumb drives depicting popular characters from film and TV, including many Star Wars characters.

BatteryBot—featuring Darth Vader or R2-D2—is a new addition to its range and is the world's first and only character-based rechargeable backup battery for smartphones, tablets, and mobile devices. BatteryBot can fully charge most smartphones three times from a single charge and comes with all the adapters you'll ever need.

Available: Q3 2014
Price: \$79.99 each



FANTASY FLIGHT

The fourth wave of starship expansions for the tremendously successful X-Wing game gives fans the opportunity to fly four of the most popular starships from the expanded Star Wars universe:

- The Z-95 Headhunter enters the Rebel Alliance fleet as an extremely efficient missile platform, better enabling the Alliance to match Imperial forces ship-for-ship.
- The TIE defender is a straightforward fighter with strong shields, weapons, agility, and a maneuver never before seen on a dial.

- The E-wing pairs the X-wing's firepower and resilience with the A-wing's speed and agility.
- TIE phantom pilots rely upon the ship's unique cloaking device to evade enemy fire and pounce upon their foes with their deadly laser cannons.

Each of these expansion packs features a single pre-painted starship miniature, carefully sculpted at 1/270

scale. Fans will also find unique and non-unique ship cards, upgrades to permit creative squad building, a maneuver dial, and all the tokens they need to make an immediate impact in the game's fast-paced dogfights, taking play to a whole new level!

Available: 2 2014

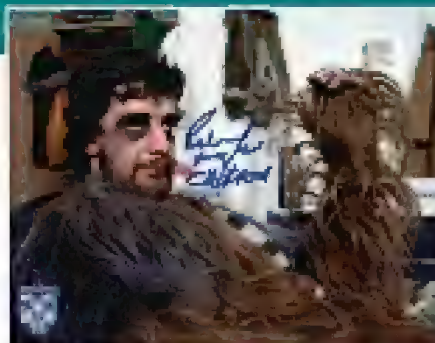
Price: \$29.95



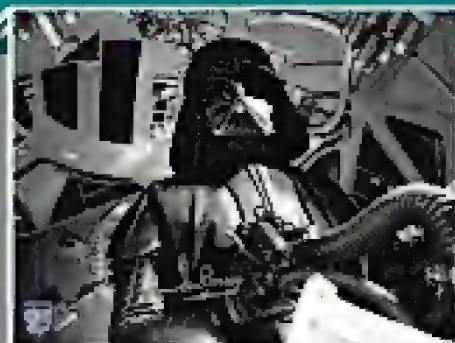
OFFICIAL PIX

The most trusted name in Star Wars autographs, providing more authentic autographs to fans than any other provider worldwide, has two new autograph offerings! This time, Official Pix has two actors who played larger-than-life roles in the original trilogy: Peter Mayhew and David Prowse, who portrayed Chewbacca and Darth Vader respectively.

Each authentic Official Pix autograph is offered on its officially licensed photos, which feature a holographic logo sticker. Official Pix includes a Certificate of Authenticity (COA) with each officially licensed autograph. The issuance of this



certificate is signed not only by Official Pix, but also by the executive vice president of franchise management at Lucasfilm, Howard Roffman.



Available: Now

Price: Peter Mayhew Sci-Fi Expo Exclusive Signed 8x10 \$45.99

David Prowse Signed 11x14 \$39.99

GENTLE GIANT



DARTH VADER & SON AND VADER'S LITTLE PRINCESS BOX SETS WITH EXCLUSIVE BOOKS

Just in time for Father's Day, Gentle Giant Limited and Chronicle Books are bringing Jeffrey Brown's delightful illustrations to life, featuring Darth Vader in two very special edition maquettes. These maquettes feature hilarious and warm-hearted moments from the books *Darth Vader and Son* and *Vader's Little Princess*, depicting Darth Vader as a father like any other, except for the baggage of being the most feared Dark Lord of the Sith! Life lessons include lightsaber batting practice, using the Force to raid the cookie jar, 'Take Your Child to Work Day' on the Death Star, and the special bond shared between any father and their children.

These special edition maquettes are available individually and come with an exclusive edition of the book on which it's based with 16 bonus pages of black and white concept sketches. The books are made even more special with color foil stamps and spot gloss varnish on the book cover and spine. Each maquette comes with a brand new color illustration from Jeffrey Brown printed on board and packed in a vellum sleeve, which is individually numbered and paired with a matching certificate of authenticity. Available: Now
Price: \$149.95 each

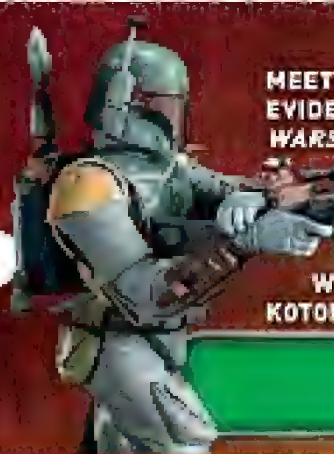
LEGO STAR WARS

LEGO has unveiled its new Microfighters range so you can play your own mini battle in space or on land with a choice of six iconic *Star Wars* vehicles. Pil an X-wing fighter against a TIE interceptor, take a journey to Kashyyyk to pil the clone turbo tank against the Droid Army AAT or take to the skies in the *Millennium Falcon* as it tries to flee a *Star Destroyer*. Each Microfighter comes with a new mini-figure and features at least two flick missiles.

Free downloadable LEGO *Star Wars* Microfighter games for your favorite devices are now available, enabling you to create your very own battle and collect LEGO studs along the way!
Available Now
Price: \$9.99 each



BOUNTY HUNTERS



MEET THE STARS, SHOW THE EVIDENCE, WIN THE BOUNTY! *STAR WARS INSIDER'S* BOUNTY HUNTERS SECTION IS SPONSORED BY KOTOBUKIYA. EACH ISSUE'S WINNER WILL RECEIVE THIS FANTASTIC KOTOBUKIYA *STAR WARS* STATUE KIT!

KOTOBUKIYA

BOUNTY WINNER!

BY ROYAL APPOINTMENT!

Here's a picture of my family with Carrie Fisher and Ian McDiarmid, better known as Princess Leia Organa and Emperor Palpatine, at Fan Expo Toronto in 2013. Mike, Joyce (Mom and Dad), Jack, William, and Faith all turned out in our Sunday-best armor to meet *Star Wars* royalty!—Mike T, by email



Mike and his clan meet the Princess and the Emperor!

FINDING FETT!

Every year, my town Pekin, Illinois, holds the Marigold festival. In 2013, Tom Kane (the voice of Yoda from *Star Wars: The Clone Wars*) and Daniel Logan (Boba Fett) were guests at the show. I also got a great photo of my son and me with 501st garrison members.—Pete Wald, Illinois, USA



Pete and son meet the trooper!



Pete wants Boba Fett! Ask Daniel Logan!

SUPER STEVE!

I ran into Steve Sansweet at Disney's Star Wars Weekends. He is such a nice guy and a total class act. He marched in the parade with us on the last Saturday.—Bryan "Sith'ari" Scheff, SL-9636, 501st Florida garrison, USA



Steve Sansweet and pal Bryan!



Ben meets a Star Wars legend Rusty Goffe!

NOT SO RUSTY

I attended the Comic & Sci-Fi Weekender at the Masonic Hall in Somerset in the UK in September, 2013. Rusty Goffe, who played Kabe, a Jawa, and the gank droid signed for me while singing the Oompa Lumpa song (he was also one of the original Oompa Lumpas in the 1971 movie, *Willy Wonka & the Chocolate Factory*!) The Force was strong this day!—Ben Leung, Cheltenham, UK

CAN YOU GO ONE BETTER?

HAVE YOU MET EWAN MCGREGOR? MAYBE YOU'VE JOKED AROUND WITH JAMES EARL JONES OR EVEN CUDDLED UP TO PETER CUSHING? SEND PHOTOS AND STORIES OF YOUR ENCOUNTERS WITH THE STARS OF *STAR WARS* TO: *BOUNTY HUNTERS*, *STAR WARS INSIDER* VIA THE CONTACT DETAILS ON PAGE 3, OR EMAIL US AT STARWARSINSIDER@TITANEMAIL.COM



**VOL
82**

BANTHA TRACKS

BY THE FANS.
FOR THE FANS.

THE KIDS ARE ALL RIGHT!

There are plenty of sources we could refer to, from surveyors and retailers to theater owners and more, to confirm that *Star Wars* is a multi-generational pop-culture phenomenon—and has been for decades. We would not have to look far to find evidence supporting the suggestion that those who love the saga range in age from very young to very old, and all decades in-between.

Here at *Bantha Tracks* we don't have to look at numbers. The email inbox, the snail mail on my desk, and any form of social media I can think of support what our hearts already know: *Star Wars* is for kids of all ages, and all ages are looking forward to *Star Wars Rebels* and Episode VII.

In this edition of *Bantha Tracks* we focus on the younger end of the spectrum: the kids who are the true next generation of *Star Wars* fandom.



FANS FOR ALL SEASONS



Alex Chen, of New Jersey, and his family celebrate *Star Wars* at all times of the year.

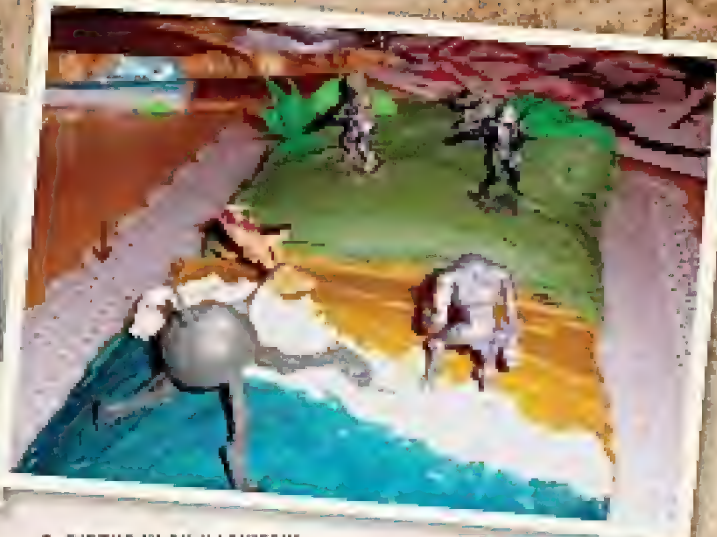
"In our annual cherry blossom photoshoot with our tree, I decided to do it in a *Star Wars* style," he writes. "Jedi spirit and samurai spirit, lightsabers and cherry blossoms, just seem to blend well together."

GET IN TRACKS!



↑ DROID LOVE LASTS A LIFETIME

Michael Erisman snapped these photos of his daughter, Emily, 12 years apart, with her beloved R2-D2. "I love it that the future generation loves Star Wars, too," he says.



↑ BIRTHDAY ON KASHYYYK

Father and son, Daniel and Thomas Petrocelli, made this Kashyyyk cake for Thomas' 9th birthday using Hasbro ballie packs for the figures and "more food coloring than is probably healthy!"



↑ TINY DARTH

"In the past, you featured a photo of my son's Star Wars birthday party with my daughter and some of his cousins in the picture," writes Derek Meluzio.

"Since then, we have had our third child. He is two years old now, and as you can see, he has caught the Star Wars bug also. This is him as Darth Braden!"

Meluzio reports that when the family heads out on camping trips with their cousins, the kids all play Star Wars.

"The woods remind them of Endor and we watch *Return of the Jedi* and *Caravan of Courage* on the way!"

↑ BIRTHDAY FUN

Mark Snape of Kent, United Kingdom, reports that his son's sixth birthday party was a huge success, with everyone in awe of the presence of Darth Vader and a loyal stormtrooper. Snape's son is pictured as "mini Vader."

"Now all I am hoping is that he can see himself in print in our favorite magazine," concludes Snape.

YODA SURPRISE!

Amanda Matle of Ontario, Canada, says that her husband Anthony is a "huge Star Wars fan and a big fan of *Insider* as well."

While Anthony might have been talking about submitting their son Ryan's photo to *Jantha Tracks*, Amanda went ahead and did it as a surprise.

"My husband bought this Yoda costume for our baby before Ryan was even born," writes Amanda. "In fact, we didn't know if we were going to have a boy or a girl, but it didn't matter to him; he wanted to dress his baby up as Yoda regardless. Anthony and I think this is the cutest Yoda we have ever seen! And yes, we are totally biased!" she continues. "We have this photo in our living room and when I ask Ryan, 'Where's the funny baby?' he points to himself dressed up as Yoda and laughs!"



BATHING TRACKS: BY THE FANS FOR THE FANS



PRINCESS ZOEY

"Our daughter, Zoey, had open heart surgery at four months of age," writes Zoey's dad, Tony Schneider, of Wisconsin. Zoey is pictured here in her homemade Princess Leia costume.

"Just two months later, we celebrated Star Wars Reads Day," says Schneider. "Zoey was entered into the costume contest, judged by the local chapter of the 501st Legion, and she won first place. The Force is strong with this one!"



↑ VERSIONS OF THE MASTER

Kyle Womble and his daughter Jocelyn, aged 7, sat at the table one evening and painted together.

"Our theme was Yoda's home," says Womble. "Here's what we each came up with."



↑ R-FAN-2

Adam's dad, a "long-time fan of *Insider*," says he submitted this picture of his five-year-old son as a proud parent.

"I sit with Adam and watch everything Star Wars, play with action figures, gave him some of my vintage figures, and we read the magazine cover to cover," he reports. "He knows every movie word for word already and loves Luke. This picture is his first time meeting Artoo. As you can see, he was pretty excited."



"USE THE PUNT, LUKE"

Robert Luttrell, who refers to himself as a long-time *Star Wars* fan, coaches a 6th grade football team called The Jedi.

"We come onto the field to the *Star Wars* main theme music and all of the boys carry lightsabers," says Luttrell. "All of our defensive calls are *Star Wars*-related."

The base defense of 'The Jedi' is called 501, and the linemen are nicknamed Stormtrooper, Mace, and Wookiee.

"When we blitz them, it is Order 66," continues Luttrell. "Not to mention the 'Sith Choke' and 'Sith Lighting' that we run. Our boys are very proud to be called 'The Jedi.' We talked to them about what it means to be a Jedi all the time."

It sounds like a great strategy for life and for the game, Robert. May the Force be with 'The Jedi.'



↑ THE FORCE OF CREATIVITY

For Halloween, Stan J. Kay's sons designed and made ("with a little help") their own *Star Wars*: The Clone Wars-inspired characters. Joseph, left, is Arc Trooper Jaws, and James is Jedi Knight JD.

"Joseph also created and wrote a backstory for his character and why his gear is painted like that!" writes Kay.

↓ BIKER GIRL

"The best part of trooping with Garrison Canada of the 501st Legion is interacting with the young fans," says "Evil" Dave Johnston, pictured here in his biker scout gear with five-year-old Maya. Maya is the daughter of Johnston's friends Jason and Brooke Nagy.

"Biker scouts are her most favorite *Star Wars* characters," he says. "Check out her awesome shirt!"



SUBMISSION GUIDELINES

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of *Bantha Tracks*. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions to *Bantha Tracks* will not be returned.

Each submission must include the creator's name, age, contact details, date the work was created, and a statement that the work is original, and created by the person submitting it.

Send electronic files to banthatracks@starwars.com, or send your snail mail to *Bantha Tracks*, c/o Mary Franklin, P.O. Box 29981, San Francisco, CA 94129.

INSPIRING GENERATIONS

Dr. José Carlos Reyero refers to himself as a "huuuuuge *Star Wars* fan!" He saw *A New Hope*, when it was called simply *La Guerra de las Galaxias* in Spanish, when it premiered in 1977.

"It totally changed my world," he writes. "It meant the beginning of a lot of things that now fill up my life with joy and pleasure, such as reading sci-fi, listening to soundtracks, building scale models, and loving and enjoying sci-fi movies. It was kind of frustrating that my three sons showed no special interest in it."

"It wasn't the spectacular *Star Wars* exhibition or the magnificent *Star Wars* in Concert or even the movies, but *The Force Unleashed II* and *LEGO Star Wars III* videogames which meant a revolution, at least for two of my three sons."

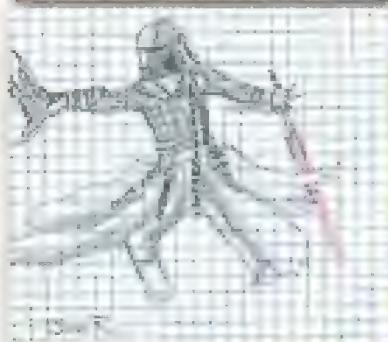
Reyero reports that his sons fell in love with the Starkiller character.

"They find him to be the coolest character ever," he says, "just as I considered Darth Vader the coolest character ever back in the '70s and '80s. They are now beginning to live and breathe *Star Wars* just like their father."

Videogames led to *The Clone Wars* television series, which Reyero watched with his sons each evening. "Every night I must read them a chapter of *The Force Unleashed* novel before they fall asleep; every month we leaf through *Star Wars Insider*," Reyero continues. "They play *Star Wars* with their friends at school, just like I did 34 years ago! They're specialists on mimicking the sound of the activation of a lightsaber with their mouths, and they are constantly immersed in 'deep' discussions about the *Star Wars* universe. Now words such as the Force, lightsaber, Wookiee, tractor beam, hyperspace, and names such as Anakin, Padmé, Palpatine, and Coruscant are part of their everyday vocabulary."



↑ Reyero's son Ignacio, seven, offers his version of good old R2-D2, and created it for Reyero on his birthday as a present.



↑ Juan was ages eight and nine, respectively, when he drew these two versions of Starkiller. While Juan prefers Starkiller without the helmet, Reyero loves the drawing with the helmet.

"Now I eagerly wait for the next milestone in their path through the *Star Wars* universe," concludes Reyero. "Thank you so much for keeping the *Star Wars* spirit high and feeding our permanent hunger of all *Star Wars*-related stuff. May the Force be with you all—I know, not very original, but can you think of any other better way to say goodbye between ourselves?"



TROOPER RECRUIT

Kim Sissons reports that her son Nolan has been obsessed with *Star Wars* since he was three years old, and that he has a particular affection for stormtroopers and clone troopers.

"Troopers are the theme of his life," she writes. "He lives in his costume, decorated all of his kindergarten work and art in clone drawings, and has the troopers as the center of all his play."

May the 4th was a highlight last year, and this year we are already planning a party in his kindergarten class with Yoda Soda, Wookiee Cookies, and a *LEGO Star Wars* letter learning game."

As a postscript to her submission, Sissons added a note from Nolan.

"He is very sad that Order 66 turned his good guy clones into bad guy stormtroopers, and he is wondering if Ahsoka can come back and turn Order 66 off so they can be the good guys again?"

May the 4th be with you, Nolan. Clearly the Force is strong in your family.





UTINI!

Zoe Scheuer, four-and-a-half years old, loves *Star Wars* and wanted to be a Jawa for Halloween, so her dad, Jason Scheuer, said yes. Scheuer is a member of the 501st Legion and costumes as a stormtrooper.

"Now Zoe is able to troop with dad at *Star Wars* events," says Scheuer. "She already has a couple of parades under her bandolier."

Zoe, who is also a fan of *Insider*, according to her dad, might be too young for the 501st, but has submitted her application to the Galactic Academy for training. The Galactic Academy is the branch of the 501st Legion created especially for kid costumers.

KIDS UNLEASHED

Each *Star Wars* Celebration we have what we call the *Star Wars* Family Room. Run these past three Celebrations by Lucasfilm's Kristen Hidalgo and a team of helpers, teachers, artists, and other creative folk who love showing young people the fun of *Star Wars*, the Family Room is a hive of activity. Kids and their parents not only draw, color, and get their faces painted, but also learn how to make droids and lightsabers, paint their own Jawas, exercise and stretch like a Jedi, play *Star Wars* games, and a lot more.



Rebels by Mary Franklin

At Celebration Europe in Essen, Germany, last summer, we placed the Family Room right out on the show floor, making it more of an area than an actual room. The walls were low, so anyone walking by could see the fun as it happened. Parents and guardians stayed with their kids in the Celebration Family Room, so the activity happening between the age groups was fascinating for me to watch each time I went by. It's inspiring that *Star Wars* is easily shared between generations—parents want to show their kids, but at the same time I see many kids who are teaching their parents the *Star Wars* ropes!

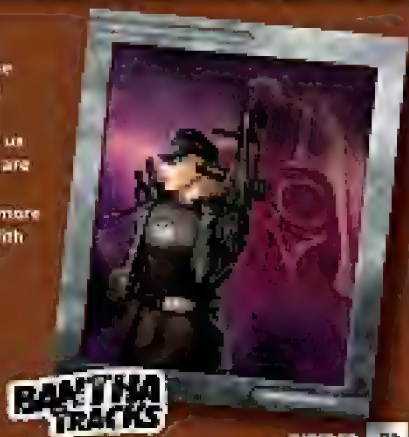
Also a departure for us at Celebration Europe was to move Jedi Training into a more intimate environment on the show floor. Taught by "Jedi Masters" from Saberproject of Germany, kids were encouraged to gather around and learn about the path of the Jedi, as well as how to use lightsabers correctly.

Both of these decisions—moving the Family Room and Jedi Training to the floor—at first were made because of the type of space we had available at the Messe Essen. But as the show progressed, I watched the kids and parents in the Family Room have a great time while still being "part" of the overall show. I stopped by the Jedi Training area whenever I could and found it accessible and personal for the kids. I decided some changes might be in order for the coming Celebration Anaheim.

The *Star Wars* galaxy we love is full of spectacle and heroics, epic storytelling, and jaw-dropping visuals. But at the same time, the *Star Wars* community we love, especially as I see it expressed by kids and their families, is personal. We're not simply spectators of *Star Wars*—most of us live it in one way or another, and kids and families are meaningful examples.

So sign me up for looking for ways to unleash more kid creativity and action at our *Star Wars* events. With the saga poised for new chapters with *Rebels* and Episode VII, there is limitless inspiration.

Get in Tracks!
Mary Franklin, Editor, *Bantha Tracks*



RED FIVE

JOHN JACKSON MILLER'S FIVE FAVORITE EXPANDED UNIVERSE CHARACTERS

"It's almost impossible to play favorites when there are so many interesting characters in the *Star Wars* universe, from comics to novels to videogames. But here are five who spring to mind when thinking about characters I'll never forget..."

—John Jackson Miller



1

VALANCE



A lot of my favorite EU characters came from my early years reading Marvel's *Star Wars* comics—a time when my imagination was easily captured by the new creations being added to the *Star Wars* world. Enter Valance, the cyborg bounty hunter created by comics legend Archie Goodwin, back in #16 of the Marvel title.

He just appeared a few times, but Valance made a mark. An injured Imperial officer whose cybernetic prosthetics both ended his career and made him a formidable bounty hunter, Valance was one of the earliest characters to play upon the prejudice against droids seen in *A New Hope*.

Fitted with self-teething, Valance eventually saw in Luke Skywalker something worth protecting from the Empire. "Dark Encounter" in *Star Wars* #29, arguably the strongest issue from the Marvel run, found one cybernetic warrior dueling another as Valance fought Darth Vader to protect Luke's identity. He paid the ultimate price for that, but still stands out in memory as the best bounty hunter we'd met before Boba Fett.

2

BORSK FEY'LYA



A surprising choice, to be sure—but consider that I was a graduate student in political science as Timothy Zahn's *Heir to the Empire* trilogy came out. In that pre-prequel trilogy era, we still hadn't seen much indication of the corruption and backroom dealings that had paralyzed the Republic Senate—nor how they would appear again to challenge the New Republic.

But while Borsk was in many ways an inevitable character, this particular political animal was well suited to be the poster child for shenanigans. With "failure" in his name (sort of!), he used his influence to advance his own cause just as much as his Bothan people's. I would imagine a hundred Borsks—a thousand—as having made the Old Republic ungovernable, even as I followed along with his ongoing schemes in the New Republic.

I rooted for the upstanding public servants he was working against, sure enough, but even in politics, everyone loves a scoundrel. For a while, anyway!

3

MOSEP BINNEED

I'm a sucker for trivia, and Mosep's career has it all. A stand-in was shot for the scene where Jabba meets Han Solo at Mos Eisley in *A New Hope*; the scene was cut, awaiting Jabba's digital addition in the Special Edition. But Alan Dean Foster's prose novelization and Roy Thomas's comics adaptation included the stand-in scene, with artist Howard Chaykin using a Nimbanel image from a production still as the basis for what became colloquially known among comics fans as "Monkey Jabba." (He was also known as "The Hut," owing to Marvel's spelling of the term.)



That character—a smug, well-spoken, quill-faced fellow who resembled a refugee from Marvel's *Planet of the Apes* comics more than a slug-like heavy—existed in continuity limbo for years, until writers began looking for a way to reintegrate his appearances. The newly named Mosep was established as—appropriately—a stand-in, an accountant who sometimes used Jabba's name in interactions. When I wrote *Star Wars: Kenobi*, I couldn't resist including Mosep and making the connection official. It might be the real Jabba in *A New Hope*, but Mosep can finally start getting residuals for his appearances in the other Marvel stories!

4

LUMIYA



As my list might tell you, I'm big on history—on stories that draw upon the rich history of the Expanded Universe—as well as on characters that migrate from comics to novels and vice versa. [That's been my own path with *Knight Errant* and *Lost Tribe of the Sith*.] So it fits that the villain on my list would be Lumiya, the Emperor's Hand who first appeared many years earlier as Shira Brie, created by David Michelinie for the comics of 1981-82. It's hard to put into context the impact Shira's betrayal—she was the Empire's mole in the Rebellion—had in those early days. She was the first love interest we'd been shown for Luke Skywalker (not counting... well, you know), and the relationship had been built gradually and credibly. Her "death" sparked a whodunit that temporarily drove Luke from the Alliance—and set in motion the later stories in which she threatened the New Jedi Order as Lumiya. After her countless terrible acts, Luke put a stop to her menace—nicely bookending an arc that had begun so many years before.

5

MARN HIEROGRYPH, A.K.A. "THE GRYPH" (AMONG MANY OTHER ALIASES)



It's almost certainly bad form to include one of your own characters on a list like this, but Republic credits changed hands, and The Gryph will not be denied. In my own defense, I can say that I had always been a fan of Lando, Han, and the other scoundrel characters—and how so often, their over-confidence got the better of them. There were a number of EU characters like that over the years, and I desperately wanted one for the *Knights of the Old Republic* comics.

So I made him up—but he did the rest. The would-be criminal mastermind is greed in concentrate form, an overdose of chaos that wrested control of any story I was writing away from me. Every time I tried to write serious drama, he'd be off selling something: fake modern art, stolen fleek eels, Trandoshani flatcakes, and at one point, planets! That is, when he wasn't fixing swoopbike duels or conning rogue Jedi. He just sort of went his own way. There are worse things than serving as official biographer to a wanna-be crime lord... but I wish he'd stop calling me his "henchman!"



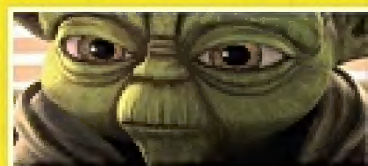
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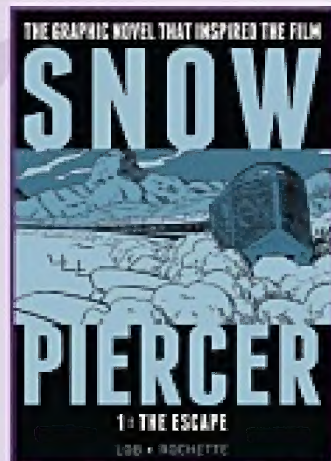
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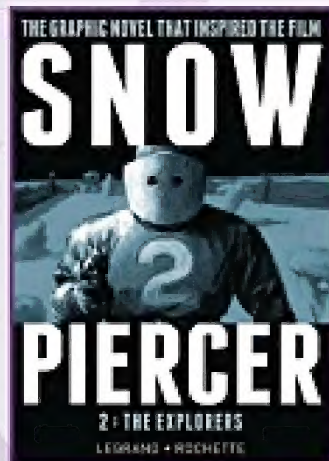


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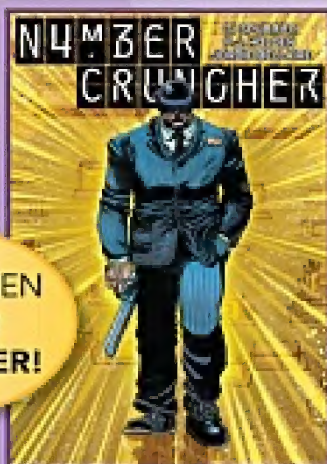
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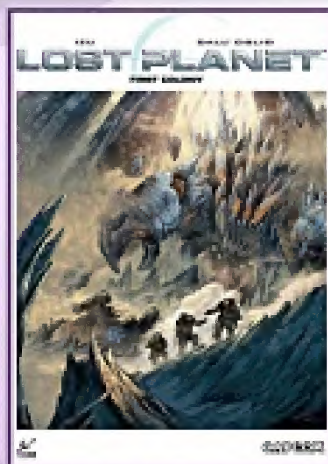


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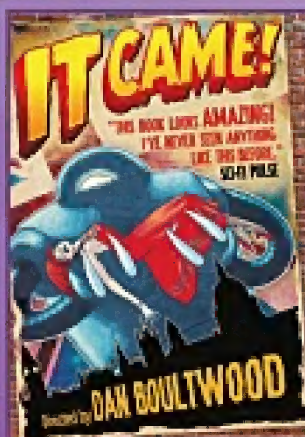
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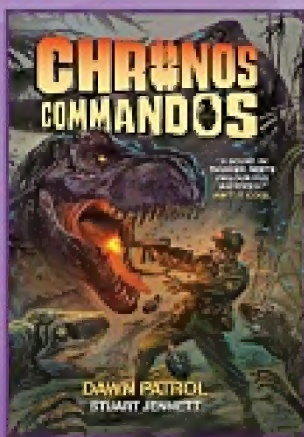
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